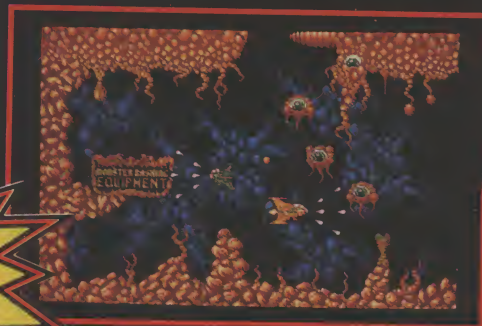


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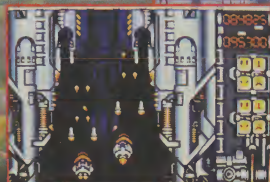
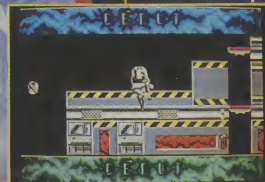
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IN SEQUENCE

JON BATES CHECKS OUT TWO VERY IMPRESSIVE PACKAGES...

As reported last month, the British Music Fair this year saw the launch of several new pieces of software. ACE picks the best of these and subjects them to the usual rigorous session on the test bench. Two exciting new packages are up for consideration; the all British 'Virtuoso' sequencer for the ST and the first advanced music package designed solely for the Amiga, the much awaited 'Music X'. Which one is the best? Jon Bates delivers the results.

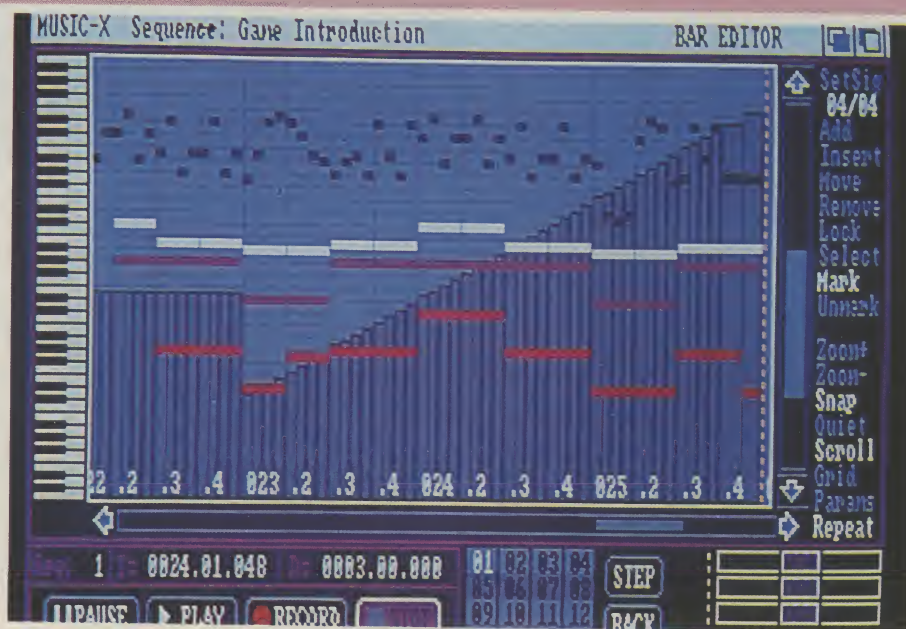
VIRTUOSO

Virtuoso is a MIDI sequencer designed to rival the best that the foreign software houses can put out; in short a package with top professional specifications but at a price that is competitive enough to appeal to the average home user.

The first thing to note about Virtuoso is that it has done away with the ST GEM environment. The claim is that GEM is slow in operation and meant that operations took a longer time than was acceptable for studio work. Digital Muse, the developing company for the package, have therefore written a completely new multi-tasking operating system designed especially for Virtuoso. This has given the software several advantages over any rivals.

The first thing is that the resolution per quarter note (that's a crotchet in traditional terms!) is 480 clicks. To put this in perspective this actually means that every note worth a quarter of a four beat bar is split into 480 divisible parts. If my abacus serves me well this is a total of 1920 clicks per bar, which outstrips any of its rivals by miles.

Other advantages are that all disk operations are carried out as a background operation, leaving the program to run. Recording and playback are carried out as work is saved to disk which saves quite a bit of time. The same goes for print outs. It has very generous text handling capabilities so that instead of having to scabble about for bits of paper to note down various relevant information it can be saved as part of the program and printed out



Music-X - multi-option, multi-tasking and more besides!

as you work. Finally the screen re-draws itself much faster than the ordinary ST program.

All this super speed and techno superiority wouldn't count for a jot unless the program was easy to use and its intricacies easy to follow. Thankfully this is pretty well true of Virtuoso all mouse actions are duplicated on the qwerty keyboard and there are no drop-down menus.

Virtuoso is divided into several main pages. The main area of activity is the Block page. Up to 99 tracks make up a block (a section of a piece, and each track a separate instrument) and these run from the top of the screen and can be scrolled through. The screen design is not unfamiliar with the controlling icons set to the right along with the counters and section markers. Since there are no menus, all the functions you want are on-screen all the time.

All active tracks have a bar meter and can be set to on or off. However in the block page it didn't seem possible to 'solo' any one track although you could do this from the edit page. Recording is subject to options. Apart from the usual straightforward recording you can also have automatic drop in and out at specified bars, and cycle record. With the latter you can either layer a track up part by part or do a multi-take, which lets you try out different ideas for say a solo and each pass is taken on a separate free track. You can then pick the best or edit two or three takes together.

After recording your first track the options

for real time processing are formidable; being real time it is not altering the actual track data. Apart from quantize there is the extremely useful addition of volume. Most MIDI devices now obey volume control and it means that successful balance can be set up from the screen rather than fiddling around with sliders and mixing desks or, even worse, the buttons on the front panel of a tone module - a sure-fire rectal discomfort.

Many other options are available on-screen as well: program change, pan position, looping, track delay, transpose, note limits, velocity and compression plus individual MIDI filters. Tracks can be cleared, copied and removed completely.

By building up a number of tracks, you have created a section of music - the block - which you then file away by moving to the library page. One thing I found a bit quirky was that to work on a new block you have to create or copy the old block in order to make a space for it in the library - which seemed a bit odd.

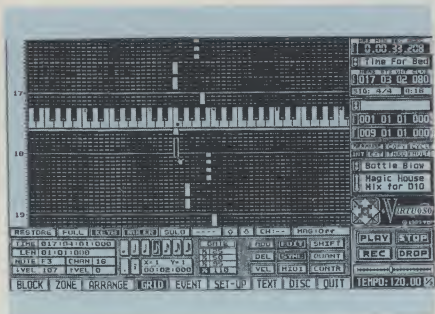
Editing can be done in two ways. The graphic editing is done rather in the manner of a piano roll. The notes roll down from top to bottom of the screen in the form of squares or oblongs and the pitch is indicated on a piano keyboard under which the display scrolls. The keyboard is moveable in all directions and can also be displayed either in part or in full.

The other method of editing is by a data stream which shows all the data relevant to every MIDI event numerically. Quantize is data-altering here and an extremely wide range of options is open for you. Apart from the Note On and moving notes there are some very fine ways of shifting infinitesimal amounts of time surrounding the notes, thanks to the high resolution. Notes can be captured around a definite beat to user-definable amounts. The strength of the quantize can also be set as well as useful features such as deleting all double notes, lining up chords to start together and a humanize function which adds a percentage error to

DO CLICKS MATTER?

Virtuoso can divide a four-beat bar into 1920 time-slices or 'clicks'. So what?

If you want a piece to be recorded via MIDI with every fine nuance of phrasing and timing a high resolution like this is essential. It will also come into its own for absolute accuracy when synchronized up to film and video. It's not that other software is inaccurate - just that this one is more accurate. It follows too that any corrections you need to make can be done with extra fine accuracy.



Virtuoso for the ST - fully specified, powerful, and easy to use.

mechanical tracks.

If this is not enough, another page, called the Zone page, lets you define areas of tracks and get to work to reset any of the note parameters recorded: the note numbers themselves, the velocity, the length, the start time, a re-scaling the velocity over pre-defined periods either up or down, although volume didn't appear to be an option. Other processes controlled by the Zone page are the merging, and general cut and past facilities.

Blocks are sorted into a full-blown piece in the Arrange page. There are eight streams that can run simultaneously and so therefore up to eight blocks can be run at any one time. Tempo shifts can also be inserted here although transposition didn't seem to be an option.

Virtuoso will save in its own format or MIDI file format and there are options within the program left for future developments such as using 64 tracks of MIDI, assigning notes or MIDI events to control parts of the program and synchronization from SMPTE format. Altogether a superb and very well thought through program.

Virtuoso ST £225.00

Contact **The Digital Muse** on 01-586 3445

MUSIC-X

Music X is not only a sequencer but also a voice programmer, a sampler, and a MIDI controller! It takes full advantage of the multi-tasking capabilities of Amiga and is the first package specifically designed for it. Although it will run on an A500, it is recommended that you have at least 1 megabyte of RAM. As a sequencer it doesn't need any external MIDI devices. Since it can play back four samples/internal sounds simultaneously it makes an ideal starting point for anybody who hasn't got any MIDI equipped instruments. The program does not come with a MIDI interface; it will work with any Amiga MIDI interface so take your pick.

Three disks make up the total package: the program disk plus examples and utilities. There is also a very comprehensive 500 page

SAMPLING

Music X will work with both IFF and Sonix formats. It gives all the relevant details regarding the sample: highest notes range, memory size and tuning and the channel to which it is assigned. You can re-edit and re-tune the samples via the editor that has, amongst other things, a 16 stage envelope for the sound with variable sustain point. Samples are also squeezed up and unused portions disposed with to make more memory space. The Amiga will only run four samples simultaneously but these can be swapped around judiciously to give a really big sound to the track you are working on.

manual.

The default page is the sequencer equipped with the familiar tape recorder icons of Pause, Record, and Stop with Fast Forward and Back. In addition to this are Begin - which is in effect jump to zero - and End which locates the last two bars if you wish to add on extra bits or continuations. All the icons behave very much as you would expect with no nasty surprises.

There are four Cue buttons which can be set at any point within the piece for fast access to crucial points. You can compare the stored versions of parts with the version just recorded by hitting Preview which plays back the record buffer. Once fixed on the sequencer list, its status is listed. Bar length, memory size, MIDI channel, time code, name and whether it is playing the internal voices or MIDI external voices. The internal voices are treated as MIDI channels and there is provision for more MIDI instruments to be added at a latter date.

Any sequence can be turned off and on although not in mid flight. Once the piece is playing, the top right hand window shows the sequences that are playing at any given bar. The tempo is set from the slider and if you want to alter the number of beats per bar this is catered for by a large amount of time signatures.

On the sequencer page the output channels can be set - all input channels are set from the filter page. The sequencer will punch in and out either automatically from setting the bars or manually. As you would expect, sequences can be copied, merged, over-recorded, over-dubbed or specified events extracted.

Music X has very comprehensive synchronization features. It will respond to its own internal clock, external MIDI clock, internal Video clock, which can be used as a guide for timings against video, the new MIDI time code, and SMPTE timing code; for the latter you will need external SMPTE hardware. It will also sync up with drum machines and other sequencers to any given point by using the MIDI song position pointer.

For editing, there are two methods: the Bar Editor which is a bar graph display and a data stream editor (event editor). In the former, notes are represented by oblongs with different MIDI channels having different colours; upright

bars refer to the velocity and aftertouch. These are overlaid on a grid and the display scrolls from left to right. On the far left is a vertical piano keyboard which provides a pitch guide, although notes are not actually highlighted on it.

Quantization will only work on notes once they are in memory - there is no quantize on record and so it is all data altering and not real time. Having set the grid size to which the main beat should conform, you then quantize the notes to within a certain percentage either side. Quantization can also be applied to velocity and aftertouch which includes the ability to increase or decrease the velocity and/or aftertouch over a specified area, either linearly or with a random factor - 'humanize' for want of a better word.

Editing is achieved with the cursor with the options of add, move, delete, mark, cut and paste. Notes can be lengthened or shortened by dragging on them. There are some record facilities in the edit mode and you can hear the sequence back either on its own or with the rest of the sequences. Unfortunately the screen keeps scrolling after you hit the stop button which made it awkward to locate a point exactly and there didn't seem to be any way to manually scroll through the part at your own speed and hear the notes although you can turn the scroll function off.

Transposing sequences is via the Play Sequences, the method of song assembly used. It also seemed to be the only way of transposing entire sequences, which I found not to be the most satisfactory of methods. Perhaps a window that would have allowed visual assembly of sequences would have been better. Data is saved in three formats and there is an additional utility program to do the conversions: Music-X file, MIDI file, which enables it to be loaded into other MIDI sequencers, and Amiga SMUS files.

The filter page maps out the MIDI information coming in and routes it to wherever it is wanted. This is a most comprehensive page which will also modify MIDI messages as well as dividing any keyboard up into a split MIDI keyboard. It will also magnify or divide things like pitchbend so that they don't have so much effect when swapped from one instrument to another. Any set-up you make is stored as one of four keymaps.

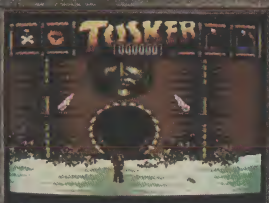
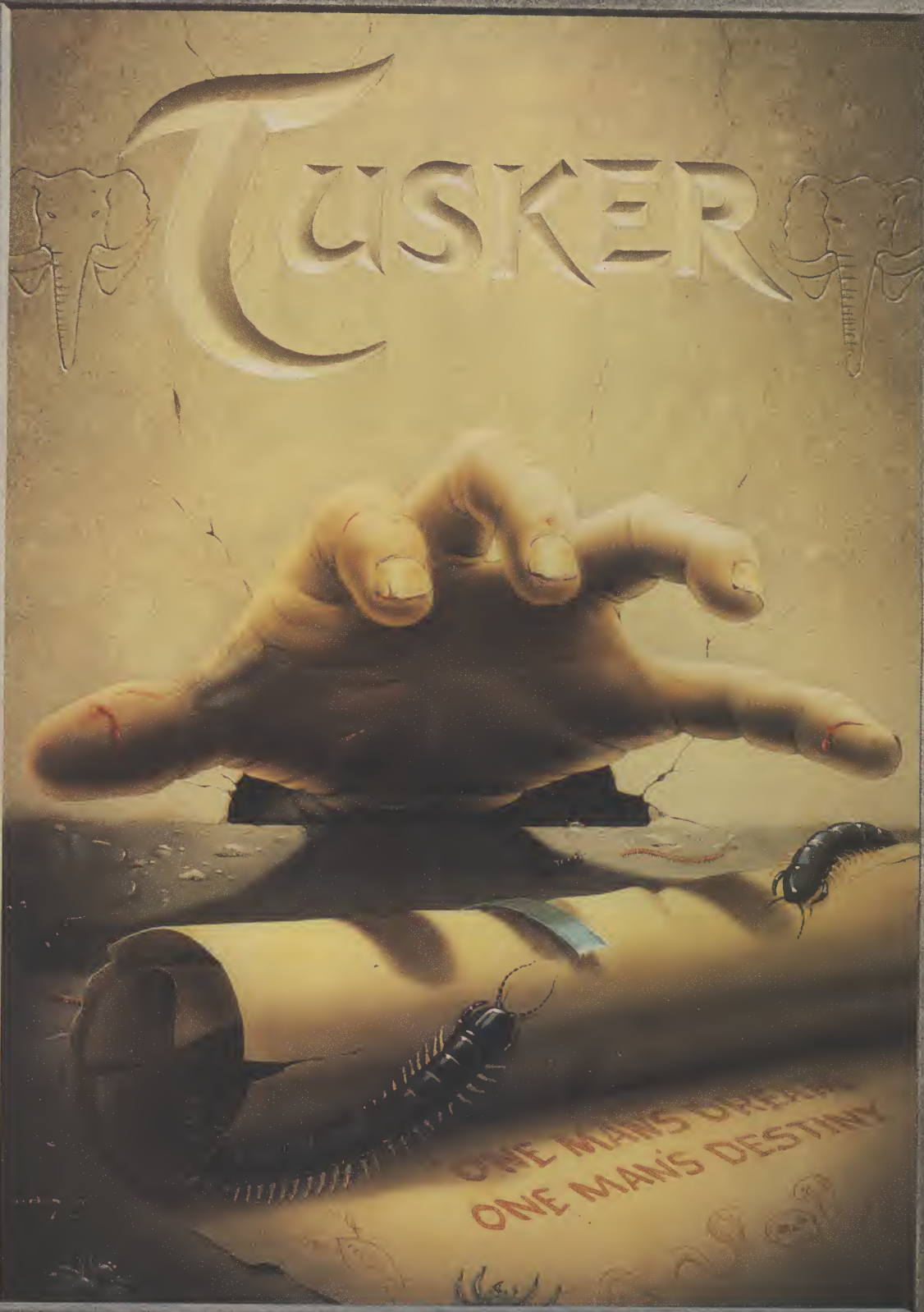
Music-X is unique in that it is a complete suit of programs under one umbrella and all departments are very well catered for. All Amiga owners should start saving now - even without MIDI you can still use the internal voices. There were one or two things that I felt were missing, but overall the best package that has graced the ports of my Amiga.

Music-X Amiga £199.00

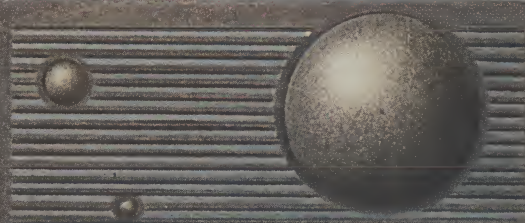
Contact **SDL** 01 300 3399

VOICING IT

If you are working with MIDI instruments, the Librarian page will collect the voice information from all the synths in the set up. To do this it will need some sort of MIDI handshakes in store. Some are already provided, but it is not too much problem to create your own. In this section are three excellent graphic voice editing programs for the DX21/100, TX81Z and D50. These on their own are worth quite a bit, one of the advantages of Music-X is that voicing modules will be available to update that part of the program. But for the ability to re-voice a synth without re-booting I would gladly pay more than this program costs.



C.64



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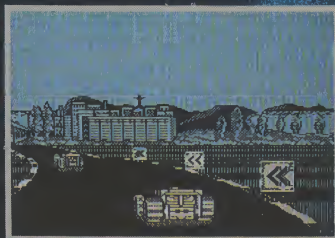
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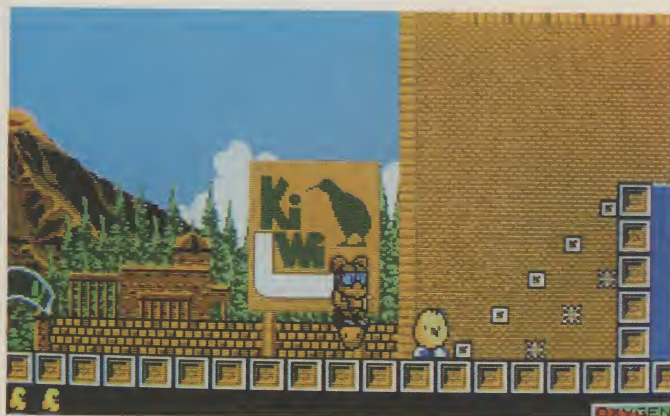
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TRICKS 'N' TACTICS

A HELPING HAND, COURTESY OF OTHER ACE READERS



New Zealand Story

C64 POKES GALORE

Courtesy of Casey Gallacher, Reading here are a few helpful infinite lives pokes to give C64 games players a helping hand. **For all of these pokes you should load the game as normal then reset and enter the poke followed by the SYS call to restart the game.**

NINJA COMMAND

POKE 10457,173
SYS 14848 or SYS 13810 for the top score

BOMBO

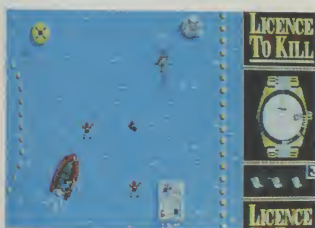
POKE 11417,173
SYS 387

PHOBIA

POKE 5390,189
SYS 2172

DOMINATOR

POKE 2293,165
SYS 2113, then reset and enter SYS call again.



LICENCE TO KILL

POKE 8448,173
POKE 14730,173
POKE 33056,173
POKE 11565,173
POKE 15185,173
POKE 63142,173
also POKE 13591,173 for unlimited ammo.
SYS 5346 (or SYS 32768 for a little message).

THE NEW ZEALAND STORY

How is it that the programmer's of the cutest game of 1989 also turn out to be the most foul-mouthed. Shmezz 'n' Theo of Luton tell us how to get infinite lives.

While playing press the DEL key and the game will reset to the title screen. Now type M and the laser gun sound will be heard. Now type in sequence MOTHER-FUCKENKIWIBASTARD and a fancy little tune will be played. When you next start the game your lifeometer will show a small kiwi and a 9+ sign.

They also sent us the following useful tips:

LEVEL 1_2: Shoot the baddies and collect the blue "E" on the floor to the right. Now hop back to the point you started at and stand on the last two blocks on the left side of the second floor. Shoot towards the left wall while doing tiny hops. A large black hole with fire in it will appear. Hop inside this and you will reappear underneath the kiwi.

LEVEL 2_2: Find a balloon and float up to where the bears on balloons emerge. Stand to the right of the green left-pointing arrow and shoot the bears' balloons away. Repeat this until another hole appears. Now hop into the hole and this will put you underneath the kiwi again.

LEVEL 2_4: Just before you rescue the kiwi stand on top of the steps and shoot towards the right wall. A hole will appear. Hop into this and you won't have to kill the big bad octopus.

Let fire bugs duplicate and shoot them to get a selection of

useful goodies like Potions (these make you invincible for about 20 seconds), or Books (which kill everything on the screen).

If you are a double-jointed C64 owner here is another infinite lives cheat for New Zealand Story from Brian Docherty, Glasgow.

Place the side of your hand over the keys W,E,R,T,Y. Now bring the palm of your hand over S, D, F, G, H and press the spacebar. The border will turn grey indicating that the cheat mode has been activated. This cheat will also work on level one of Dominator.

DUNGEON MASTER

Nathan Powell from Beckenham provides a little help to those still puzzling over this superb game from Mirrorsoft.

"What is underfoot is still overhead": Place shields from skeletons on the pressure pads and step out of the way to dodge the fireballs. Now walk onto them.

"This fountain takes one wish": It also takes one coin.

"Time is of the essence": (Hit and Run). Drop items not needed to fight and press the gem in, then

110



Dungeon Master

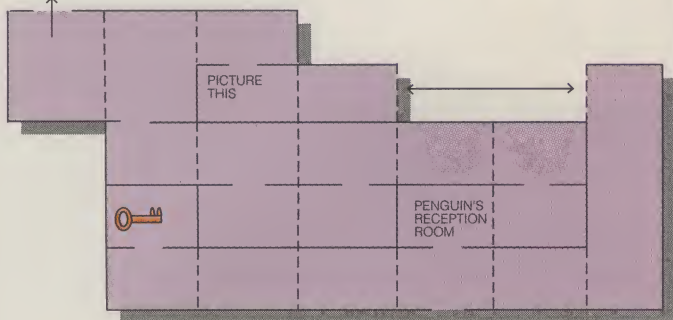
LEVEL	ITEM	ABILITIES
12	Armour of Darc	Makes you hard, see
10,11,12	Armour of Lyte	Weights less
7	Bolt Blade	shoots lightning *
7	Crown of Nerrax	+10 wisdom
11	Diamond Edge	Extra damage
7	Dragon Spit	+7 Mana
14	Eye of Time	Freezes life*
7	Ferel Pendant	+1 Wizard Level
14	Fire Staff & Power Gem	+2 Priest
7	Flamebain	+12 AntiFire
13	Flamitt	Shoots fireballs
11	Fury	Shoots fireballs *
10	Hardcleave	Extra damage
7	Illumelet	Creates little light
7	Inquisitor	+2 Mana & extra dam.
12	Masterkey	Door within tomb
11	Moonstone	+3 Mana
3,7,9,12	Ra Keys	Doors within tomb
11	Ruby Key	As above
7	Sceptre of Lyf	+5 Mana, heals & lights
12	Snake Staff	+8 Mana, Heals
7	Staff of Claws	+4 Mana
10	Staff of Mana	+10 Mana, Dispell
9	Storm Ring	Shoots Lightning *
3	Teo Wand	+6 Mana, Calm spell
6	Vorpal Blade	+4 Mana, Disrupt spell
7	Winged Key	Acess to level

BATMAN

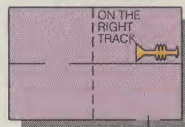
THE PENGUIN'S MANSION

GROUND FLOOR

STAIRS TO THE SECOND FLOOR

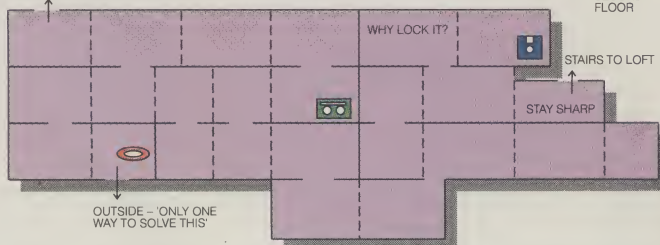


LOFT



SECOND FLOOR

STAIRS TO THE GROUND FLOOR



If the Penguin and Joker are making life just a little too difficult then this tonic for infinite lives from Mark Lawrence of Basildon should come in handy:

```
10 DIM CODE%(255)
20 FOR N=0 TO 151
30 READ A$:A=VAL("&H"+A$)
40 CODE%(N)=A
50 NEXT N
60 CHEAT=VARPTR(CODE%(0))
65 CALL CHEAT
70 REM TYPE IN THIS LISTING
AND SAVE FOR FUTURE USE
80 REM INSERT BATMAN DISK
AND RUN THE PROGRAM
90 REM GAME SHOULD LOAD AS
USUAL WITH INFINITE LIVES
100 DATA 41FA, 0014, 43F9,
0007, FE00, 2F09, 707F, 22D8
110 DATA 51C8, FFFC, 4E75,
70FF, 2C78, 0004, 4EAE, FEB6
120 DATA 2200, 5280, 6700,
00A6, 4BFA, 014E, 3AFC, 0400
130 DATA 429D, 3AC1, 93C9,
4EAE, FEDA, 2AC0, 2A8D, 2B4D
140 DATA 0008, 589D, 4295,
4BFA, 00F0, 1ABC, 0005, 3B7C
150 DATA 0030, 000A, 41ED,
```

```
0038, 2B48, 0006, 41FA, 00C0
160 DATA 7000, 7200, 43FA,
00CA, 4EAE, FE44, 4A80, 6600
170 DATA 005C, 700C, 99CC,
6118, 7002, 49F9, 0007, 0000
180 DATA 610E, 45EC, 01FE,
47FA, 0026, 613A, 4EEC, 000C
190 DATA 43FA, 00C2, 22FC,
0000, 0400, 22CC, 4299, 7230
200 DATA 93C1, 3340, 001C,
3341, 0012, 4EEE, FE38, 2057
210 DATA 217C, 5354, 4152,
06CE, 317C, 5400, 06D2, 45E8
220 DATA 01CC, 47FA, 000A,
34FC, 4EF9, 248B, 4E75, 43F8
230 DATA 0560, 2F09, 22FC,
1038, 1281, 32BC, 4E75, 45F9
240 DATA 0007, 060A, 47FA,
0004, 60DC, 4278, 00EC, 223C
250 DATA 038E, 05A2, 203C,
11FC, 0000, B0FC, 4D28, 6706
260 DATA 223C, 0374, 0596,
2180, 1000, 31BC, 303C, 1006
270 DATA 4841, 2180, 1000,
31BC, 4E71, 1006, 4ED0,
7472
280 DATA 6163, 6B64,
6973, 6B2E, 6465, 7669,
6365, 0000
```

While still on the subject of *Batman — The Caped Crusader*, J.Palk of Berkshire has compiled the following maps for the Penguin Game. He tells us that a map for the Joker game is not necessary since there is only ever one route to follow.

Here is a very useful list of objects in the games, also supplied by Mr.Palk:

THE PENGUIN — 'A BIRD IN THE HAND'

Item	Usage
Spanner	Bruce'll fix it
Game Disc	Insert the disc
Police Badge	Don't make me use this
Key (Batcave)	In a pickle
Grenade	No Pin? Oops!
Rope	Getting you down?
Torch	Black Room
Lift Key	Getting back up again
Dart	Throw at dart board
Pass Card	A clue — pass it on
Video Tape	Pickyure this
Key (Mansion)	Locked door
Knife	Stay sharp
Trumpet	On the right track

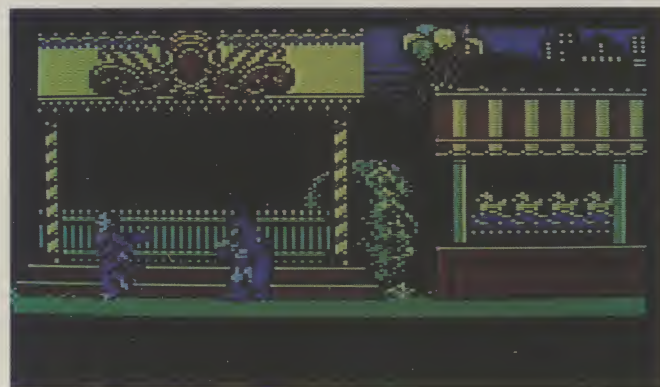
Virus Disc	On the right track
Tweezers/	Useless items
Magnet	Ignore

The following items recharge full strength: Bread, Canned Drink, Boiled Sweet, Fried Egg, and Banana.

THE JOKER — 'A FETE WORSE THAN DEATH'

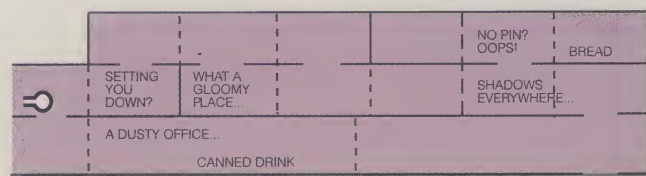
Item	Usage
Bulb	Black Room
Crowbar	Men at work
Torch	Second Black Room
Gasmask	It's getting smelly
False Teeth	To allow eating
Wire Cutters	To diffuse bombs
Money	Has the penny dropped
Ammo	Use with gun to load it
Gun	Open season?
Sunglasses	White Room
Handcuffs	Arrest the real Joker
Joker Card	To go through Joker door
Knife	To free Robin
Play Ears	Simply use once then drop
Camera	As above
Harmonica	As above
White Elephant	Useless item, ignore it

The following items recharge strength fully: Carrot, Fish, Canned Drink, Carton of Milk, Plum Duff(?), and Mouse Mousse(!)

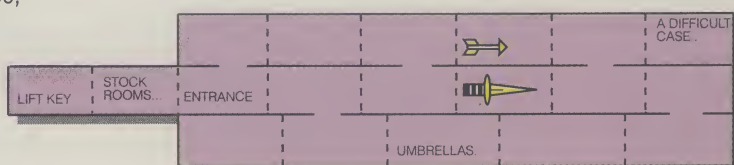


THE PENGUIN'S WAREHOUSE

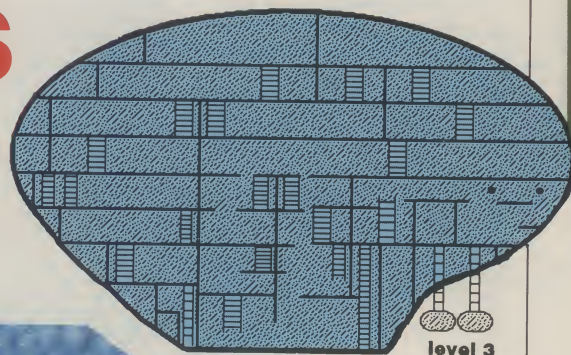
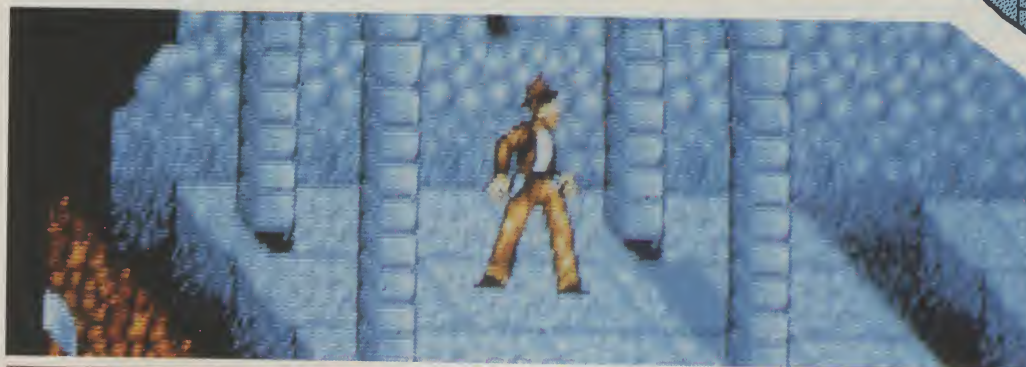
FIRST FLOOR



SECOND FLOOR (DOWN)

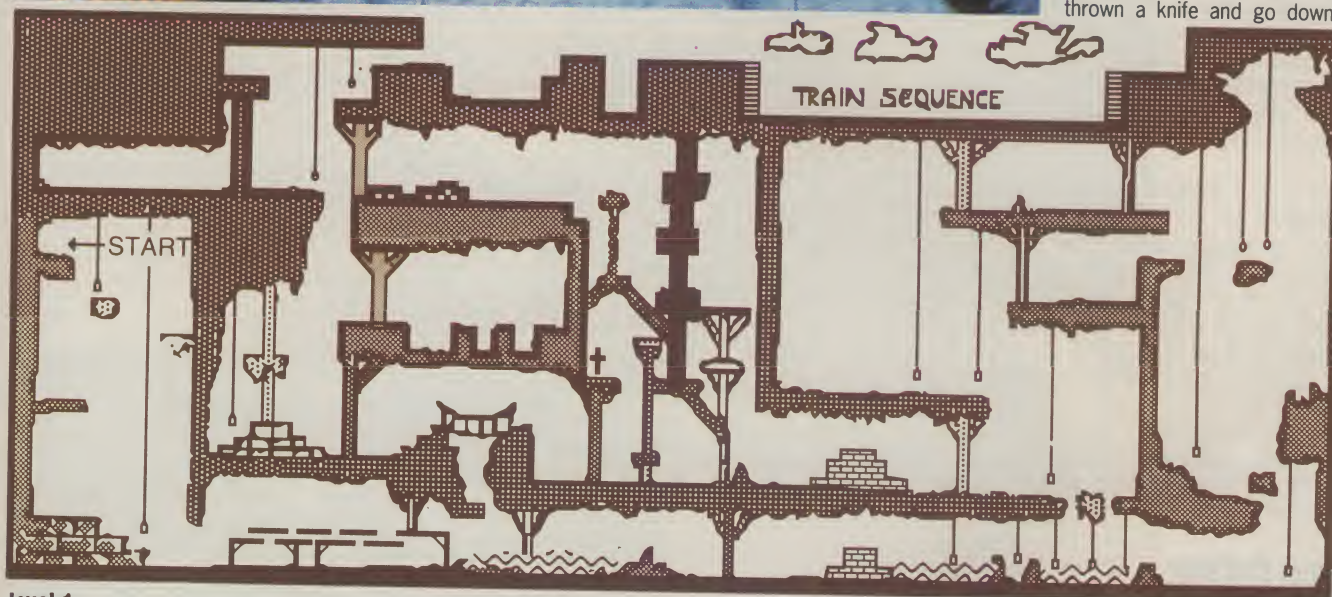


INDIANA JONES AND THE LAST CRUSADE

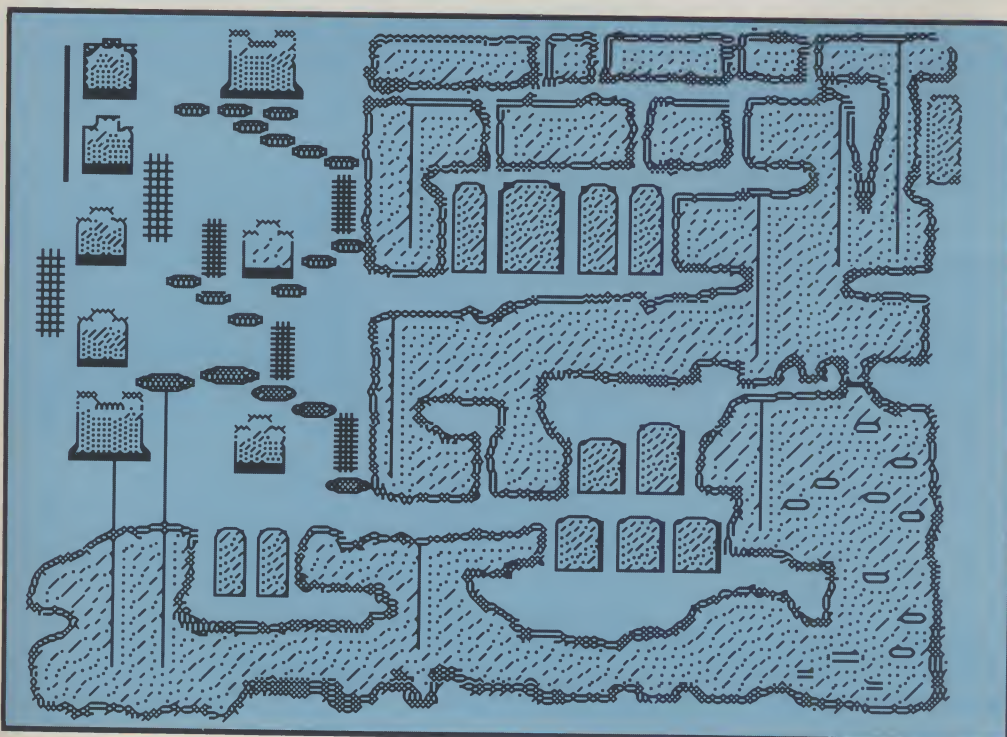


The map of US Gold's latest jaunt with old Indy was made up from those supplied by P.J.Gregg of Chipstead and Richard Davis, London. P.J.Gregg also provides a few tips for completing the first level:

Go down the rope slowly. At the end of it, jump to the other rope quickly. Wait until the man has thrown a knife and go down the



level 1



level 2

rope quickly. When you are at the bottom, go right. Wait for a piece of rock to fall and then jump up the rope. Walk along the platforms and get the torch. Now go back and drop down onto the whip. Kneel down until the gunman has stopped firing and then whip him quickly. Go right until you reach the two gunmen. Kneel down until they turn around and then jump over the barrels. Now follow them and when they turn around, whip them. When jumping onto ropes, go to the bottom of the rope before you jump or you will die. Jump off at the end and whip the man. Wait before climbing the rope because of rock falls. Take one torch and climb the rope. Stay on the rope until the nearest man has just gone up. Jump across and wait. Jump onto the second rope and follow the man up until you see the first man go down. Jump across, climb up the first rope and jump into the siding.

run into the passage at the other end of the corridor.

"Don't let a closed door stop you": Chop it down in other words.

"None shall pass": Unless you have a falchion, chop this down too.

"Cast thy influence, cast thy might": Use the 20 spell to open the door, then throw an item across the pit.

"When is rock not rock": When it is an illusion a pace to the left (The wall).

"This wall says nothing": Not much anyway.

"This is my prisoner, let him suffer": Don't take orders. Throw something you don't need at him, or is it her?

"You will regret that": Not if you want to go on to the next level.

"Short Cut": Put a gold key in the lock and a transporter will appear. Make worms follow you to it. Go in and wait a few seconds, then go in again. You should land on them. If not, try again. On the second level there is a door you need to open with a gold key. Don't. Just chop it down and keep the key.

"Lighter than a feather": Air! No Corbamite.

"Beware my twisted humour, the deceiver, the snake": Become a snake and go left until the end, right until the end, and so on.

"In death still thirsts for bullion": Put a gold coin in the small hole in the wall.

"Riddle room": You need a bow, gold coin, and blue gem to open gate, but with Mirror of Dawn as well, you get a prize.

DRAGON NINJA

Mark Russel from Southport explains how to dispatch your opponents:

Samurai Warriors:

Run under them as they are in mid-air. As they land, perform a back kick.

Crawling Ninjas:

Armed — weapon down-right, left.
Unarmed — Kick down-right, left.

Guard Dog:

As for 'Crawling Ninja'

Grey Ninja:

Drop to lower level or super jump to higher level just before he starts to throw the stars/mines.

Fat Fire-Breather:

Armed — Just keep striking him.
Unarmed — Super punch and spinning kick.

Second Level Guardian:

Super Punch. Keep standing on hub of the truck.

Green Multiplying Ninja:

The spinning kick and Super



Rampage on the Sega

CONSOLE CORNER

DOUBLE DRAGON — SEGA

For infinite lives on a one player game, play through to level four, then move directly up to a doorway. Move to the centre of the door and do leaping reverse kicks until PUSH START appears for Player 2. You will now have infinite lives. If you are playing a two player game then kill player 2 off at the end of level 3 and then follow the same procedure. Both players will now have infinite lives. (Daniel Elzein, London)

RAMPAGE - SEGA

When the GAME OVER sign appears push both buttons and you can continue. This will work up to three times. (Paul Eales, Neath)

ALTERED BEAST - SEGA

If you think three energy squares is not much to start with then push diagonally up-left simultaneously with button 1. You will now begin with five

energy squares. (Paul Eales)

GRADIUS — NINTENDO

Pause the game and press up twice, down twice, left, right, left, right, and unpause the game for nearly all the weapons. (Guamtom Lee, London)

DRUNKEN MASTER — PC ENGINE

Turn the machine on, then off, then on again. Hold down the RUN and SELECT buttons. Next release the RUN button and push UP once. Now release the SELECT button and push UP three times, RIGHT six times,

DOWN twice, and LEFT three times. Choose the stage and make yourself invincible. You will be returned to the title screen. (Guamtom Lee)

GHOST HOUSE — SEGA

To gain points for extra men quickly, jump on about 15 arrows on a screen, then everything will turn yellow. You can now walk through everything, getting 1000 points for arrows, daggers, and mummies. On screen 2, always try to jump on a dagger before tackling Dracula. (Steven Lowly, Doncaster)



Altered Beast on the Sega

Punch are the quickest way to get rid of him. When he tries to jump over you, give him a mid-kick.

Armoured Giant Ninja:

Armed — Keep hitting him.
Unarmed — Super Punch. Position yourself right in front of him. When he does his super kick, jump into the air.

CARRIER COMMAND

If you're having trouble taking over enemy islands or occupying neutral islands then try this. When in range of an island turn to the map. Zoom in on the present island. Now, simply press F8 and the island is yours!

(Duncan Harris, Halstead)

YOUR NAME IN LIGHTS?

Do you often buy supposedly difficult games, finish them within hours, and then wonder what all the fuss is about? Can you crack and hack even the most secure new releases quickly? Are you capable of mapping games clearly and producing sound tips for novice players? If the answer to any or all of these questions is yes, then you may well be the sort of person we're looking for. We plan to set up a team of hot games

crackers to produce the best tricks, tips, and cheats available anywhere. If you are prepared to contribute regularly (for a tidy reward of course) and think that you can come up with the goods, then send samples of your work to:

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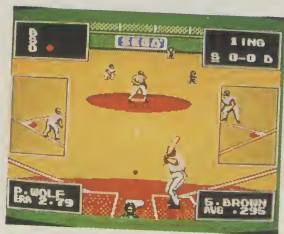


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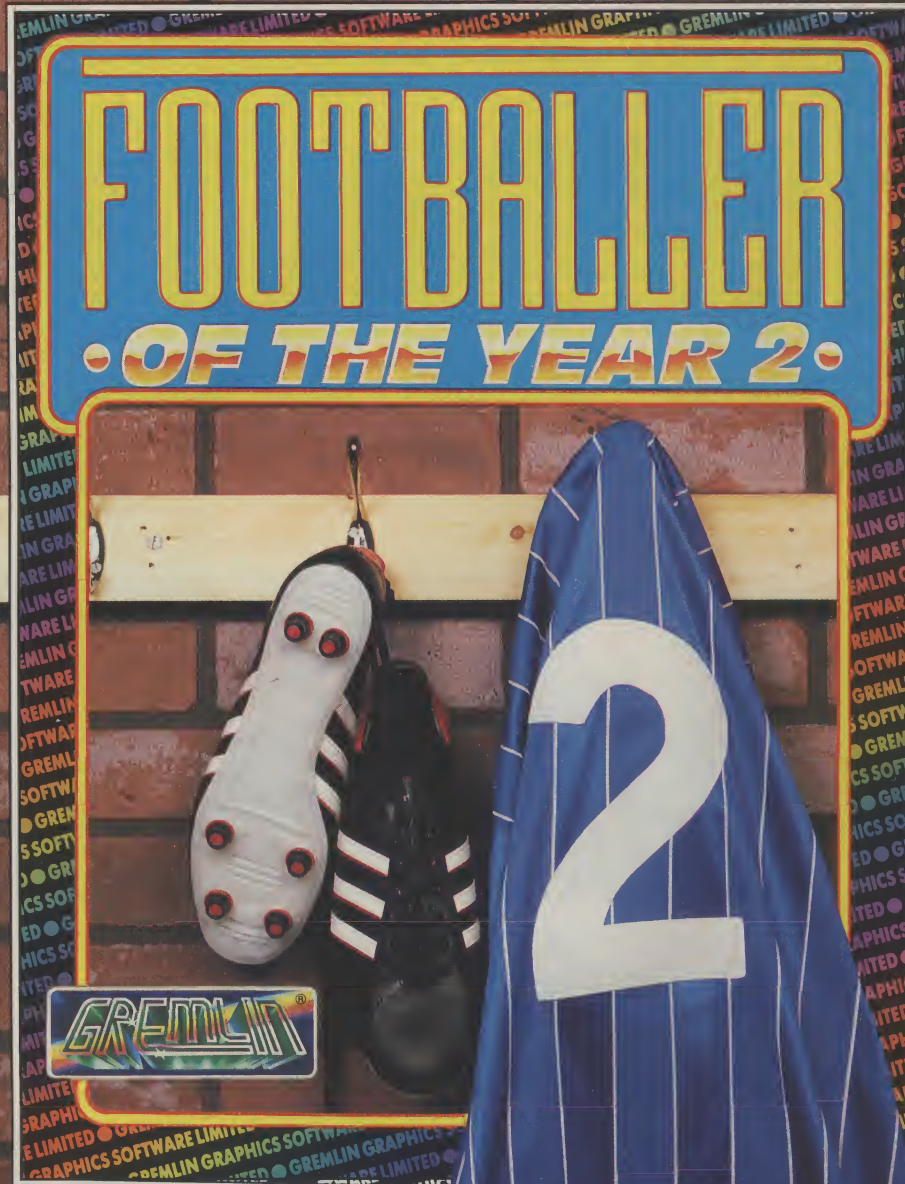
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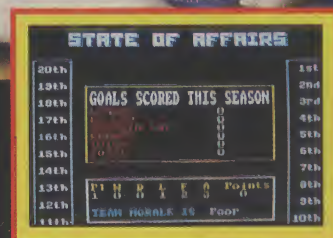
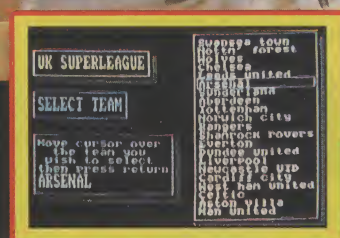
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With the price of beer rocketing our Pint At a Glance Guide to budget games has never been more invaluable. You can now buy a budget 8-bit cassette for the same price as two pints of Tennants Extra at the ACE teams favourite watering hole (City Pride, Farringdon Lane). What's more, six pints of Tennants Extra will net you a 16 bit disk now that the new wave of budget Amiga and ST titles are beginning to appear.

Of particular interest this month are Crystal Castles, World Class Leader Board, Football Manager, Paperboy, and Yie Ar Kung Fu – all for the price of a pint or two...

SOLDIER OF LIGHT

Rad £2.99

Spectrum, Amstrad, C64

Scrolling shoot 'em up in the *Forgotten Worlds*, *Crosswise* mould. Lots of power ups, the odd bit of platform leaping, and particularly vicious end of level nasties make SOL an OK – but far from exceptional – shoot 'em up.

All 8 bit versions reached a competent level in both graphics and sound.

A well known, if slightly over rated coin-op conversion in its day. Good buy for those determined to have every coin-op that ever bleeped in their collection.



JACK THE NIPPER

Kixx £2.99

Spectrum, C64, Amstrad

Jack the Nipper gave to computer gaming one of its most treasured gameplay devices – the 'Naughtyometer'. Every time Jack got up to a piece of mischief like frightening the cat, smashing plates, or taking pot shots at people with his pea shooter so his 'Naughtyome-



Jack's 'Naughtyometer' rating will soar if he can do something bad with that rug.

BLASTS FROM THE PAST

BLASTS FROM THE PAST BREAK OUT ON BUDGET...

If you've missed out on some of the great all-time hits of yesteryear, now's your chance to pick them up at knock-down prices as software houses continue to release chartbusting games on budget labels. Here's this month's guide to unmissable bargains...plus the addresses to order from if you have difficulty finding them in your local corner shop...

ter' would go up. The nappy-clad Jack makes for an amusing multi level challenge. Puzzles of medium difficulty level and lots of laughs.



WORLD CLASS LEADER BOARD

Klassix £9.99

ST

The classic golf game from Access has undergone an almost constant process of upgrading, tweaking, and development of new courses. *World Class Leaderboard* was one of the later versions and has therefore bene-

fited from these improvements. It offers a 3D view of the course with excellent graphical representation of trees, bunkers, water, and the green. The player can select from a range of clubs, make adjustments to allow for wind conditions and set the power of the shot by using the barometer to the right of the play window. Across a range of machines the *Leader Board* titles have the edge on the competition. At a less than a tenner this is an excellent purchase for your ST.



RAMBO

Hit Squad £2.99

Spectrum, C64, Amstrad



Stallone looks wimpy in Spectrum graphics.

This was Ocean's biggie for Christmas '86. A four directional scrolling shoot 'em up pinned on the fame of the Stallone commando movie hero, but owing a major debt to the Capcom coin-op – *Commando*.

More hostage to be rescued behind enemy lines – but this time the player needs eyes in the back of his head as the enemy troops come at you from all directions. A variety of weapons are at your disposal including grenades, bazookas, and an army knife. Later in the game you have to find the chopper and ferry our more hostages. Graphics based on a Vietnam scenario as per the film are coded to a high standard on all 8-bit machines. Tough shoot 'em up with a fair degree of planning and strategy required to be successful.



720

Kixx £2.99

Spectrum, Amstrad, C64

This Atari coin-op really turned heads when it showed up in the arcades in the Summer Of '87. It looked like the trendiest thing you ever saw with its skate boarding hero clad in multi coloured Bermudas, quiffed hair cut, and loud surf-punk music pumping out of the cabinet. US Gold were straight in for the home rights and it turned up at Christmas of the same year.

Unfortunately, the gameplay never really lived up to its splendid graphics and basic game idea. This was not USG's fault. They made a good job of most of the 8-bit conversions (C64 was the best, Spectrum and Amstrad just competent).

The aim is to successfully negotiate the four skateparks – winning points and prizes. Skating between challenges can be hazardous as the Buicks, bikers, and body builders that also inhabit the streets are not at all keen on skate boarders. A must for skate board stylists.



FOOTBALL MANAGER

Prism £5.99

ST, Amiga

Prism could well cause a storm in the games business by pricing their classic football management game at £5.99. This could be good news if other companies follow suit. FM is the standard management soccer game. Pick your team, study form, check the league positions, – its all there as you become Cloughie for an afternoon. Highly recommended.





ROAD RUNNER

Encore £2.99

C64, Spec, Amstrad

This Atari coin-op gobbled stacks of coins when it appeared in the arcades early in 1987. It made the strange decision to cast the games player as the Road Runner rather than Wile E. Coyote – the hapless hero of the cartoons who never quite manages to catch that darned bird. The aim is to put as much distance between you (Road Runner) and Wile E. as possible.

All of the frills of the coin-op are here – the puff off smoke at Road Runner's feet as he hops on the jet powered skate board, for example. There is also the pogo stick escape route and the various bits of grain to be gobbled up by the bird as he moves. A simple but amusing conversion of the Atari coin-op. Good fun – even if you only get a few days challenge out of it.



BATTY

Encore £2.99

Spectrum, C64, Amstrad

Batty is an Arkanoid clone. Bounce your balls off the tiles to take them out one by one. Various power-ups can be caught to enable you to do this faster. Dozens of this type of game were launched about three years ago as the software industry demonstrated its traditional lack of originality. Still – the games are hugely addictive and Batty is as good a rendition of the genre as you are likely to see.



GREEN BERET

Hit Squad £2.99

Spectrum, C64, Amstrad

One of the first military shoot 'em ups and a monster hit in the

mandos sent in to rescue them. Dash left to right taking out the Russians as impressive backdrops of a naval base, aircraft base, missile base, and giant army rocket launchers and tanks scroll past.

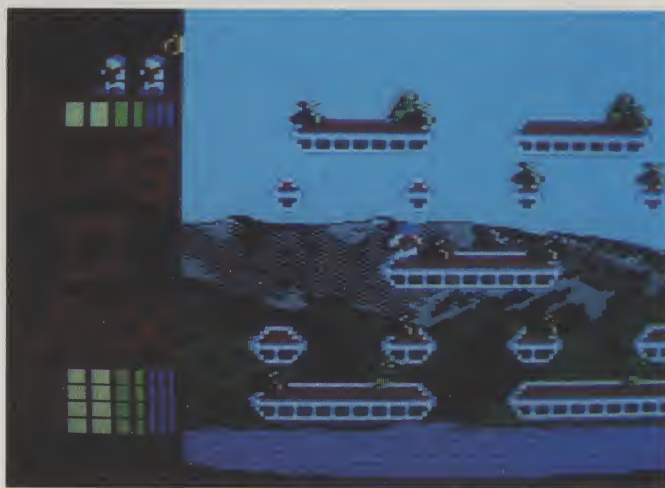
Intelligently thought out shoot 'em up with excellent graphics and implemented on all 8-bit systems.



YIE AR KUNG FU

Hi Squad £2.99

Spectrum, C64, Amstrad



Cute platform capers in the Bubble Bobble tradition.

arcades when launched by Taito way back in 1985. Ocean cleaned up with the home conversions in Summer '86 and now they offer you a second attempt to rescue the hostages at £2.99.

Deep behind enemy lines six hostages are roped to stakes about to face the firing squad. You are one of the green beret com-

A classic Konami beat 'em up that earned Ocean a chart topping position in the Spring of '86. You are the brave contender Oolong who must kick the @*7t out of ten opponents in your quest to become the Kung Fu Master. Two impressive backdrops – an oriental temple and a water fall provide the setting for the scraps. The

opponents have differing abilities and weapons such as Stars and Nunchaku so it is essential to master the variety of different kicks, punches, leaps available to you in Yie Ar. There are sixteen possible moves in two modes which puts Yie Ar Kung Fu a notch or two above the multitude of beat 'em ups that have been launched over the years. Again, all 8 bit titles were converted to a good standard.



BOMB JACK II

Encore £2.99

C64, Spec, Amstrad

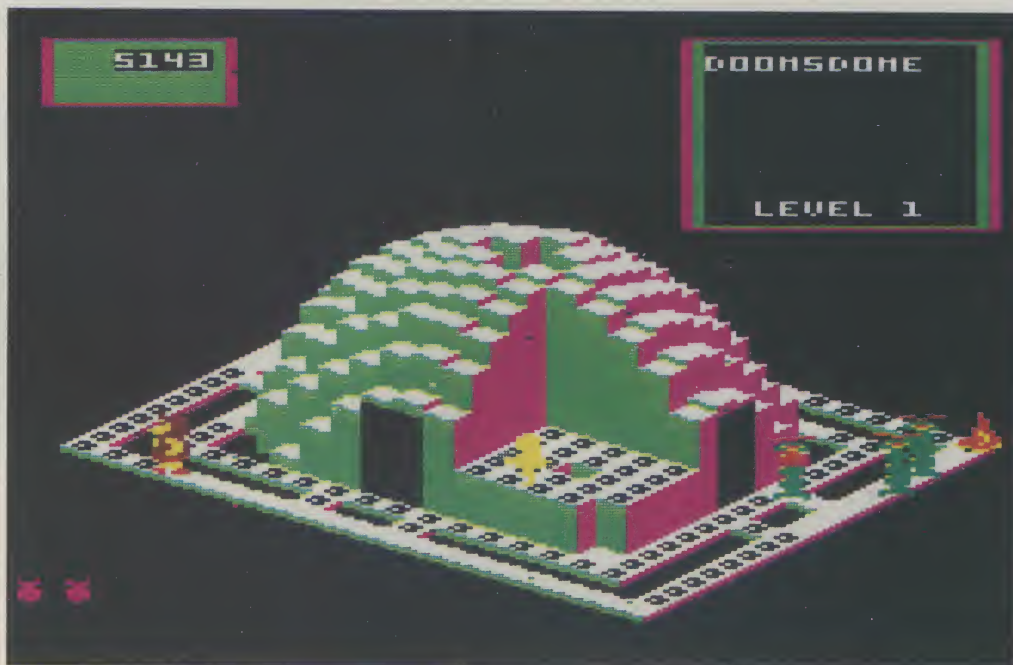
Elite had high hopes for this sequel to the Taito platform classic in Spring '87. Although the game play never really matched that of its stable mate Bubble Bobble, it was a good, addictive, platform challenge nonetheless. The cute character from the original game is not quite so cute in this sequel as he comes armed with a knife to deal with his adversaries. The display has a semi-3D effect as BJ leaps onto the screen as he explores his platforms. These are scattered with treasure which BJ must collect – being careful to avoid the mutated dinosaurs who would prefer to keep the treasure themselves. Not in the first division with Bubble Bobble but in the same league.



CRYSTAL CASTLES

Kixx £2.99

Amstrad, C64, Spectrum



Crystal Castles – a classic 3D style Pacman with secret passages and a wicked witch in pursuit.



A bonus pile of newspapers are up for grabs if our delivery boy can avoid the Kamikaze C5.

Another cult coin-op classic is about to sneak out on budget, and luckily for you if you missed it the first time – highly likely as its launch at full price three years ago was a strangely low key affair. Strange when you consider that this 3D Pacman style game was one of the most addictive cabinets ever to stand in an arcade. You play the part of Bentley the Bear who must gather all of the gems dotted around the floor of eighteen ice structures. Each level must be completely clear before progressing to the next and Bentley must make use of the lifts, pulleys, ramps and hidden passages if he is to succeed. The skeletons, bees, Gem Eaters and Berthilda the witch are keen to hang on to the gems. Ultimately pointless yet totally unputdownable arcade entertainment.



MONTY ON THE RUN

Kixx £2.99
Spectrum, C64, Amstrad

Up there with the best of platform games produced for the home systems. Monty has two main strengths – humour in abundance and a brilliant 'Loony Tunes' style sound track. The aim of the game is get the recently escaped from Scudmore prison Monty safely out of the country on a channel tunnel before the cops catch up with him. Various items have to be collected and used if Monty is to succeed. The puzzles are intricate yet the game plays with great speed. All-time platform classic.



PAPERBOY

Encore £2.99
Spectrum, C64, Amstrad

This Atari coin-op became Elite's biggest ever hit in the Winter of '86 and is software proof of the fact that a paperboy's job is a tough one. Hop on your chopper bike fitted with a basket and get those papers delivered. If this sounds tame, bear in mind that in the States it is acceptable for paperboys to sling the papers into the porches without dismounting. This speeds things up a bit but it's still no pushover with hazards that include cars, workmen, drunkards, and kamikaze lawnmowers out to cripple you. Bonus points can be earned by lobbing the papers through the windows of non-subscribers. Maybe ACE should try this. Several levels, and extremely well executed graphics on 8-bit formats make for a budget classic worth two pints of anyone's money.



ARCADE FLIGHT SIMULATOR

Codemasters £2.99
C64

Arche Flight Simulator from Codemasters is a lot heavier on the arcade than on the simulator. Don't expect anything akin to Falcon in this one. Having said that it does have a bit more to it than simply flying around the screen blasting the enemy. You have to refuel, check your ammo, and drop bombs on enemy targets. As you progress through the levels there are more targets to be taken out. Some neat aerial combat scenes

make for a moderately amusing game.



GHOSTS AND GOBLINS

Encore £2.99
Spectrum, C64, Amstrad



Arms outstretched, the living dead are everywhere after the Ghosts and Goblins knight – in his quest to rescue the princess

Ghosts and Goblins was one of the first really huge arcade adventures to appear in the arcades. It was so big, and so tough that you had to pump pockets full of change into it to get anywhere. For this reason most people believed the Capcom title would convert well to home use.

Which indeed it did. You play a Knight in shining armour sent on a mission to rescue a princess. Scrolling horizontally you have to waste the various ghosts, ghouls, and living dead who emerge from their graves to thwart your quest. Well decorated with Magazine accolades when it was launched in Winter '86 and, in 1989, a solid budget purchase.



MIG 29 – SOVIET FIGHTER.

Codemasters £2.99
Spectrum, C64, Amstrad

Codemasters' choice of aircraft for this arcade game is very clever. NATO rate the Russian jet as the best fighter to emerge from their designers ever. Although the USAF will not admit it, informed sources think it is a match for the F16 Falcon.

Unfortunately you cannot get much of an idea of what the plane is like as it appears very small on screen, and there is no manual at all. Gameplay makes up for it though, being Defender-like as you pick up parachutes for bonus points. Not a real simulator – but it still has lots of dials to be watched – fuel, distance, weapons, to name but three. Best of all though, this is your turn to be the enemy.



ALIEN SYNDROME

Rad £9.99
Atari ST, Amiga

This Sega coin-op gathered a cult following in the arcades in 1987.

Its ugly end of level nasties made up of what looked like a mass of giant bulls' eyes could really make you chuck if you happened to wander into your local arcade after a greasy kebab. It's a four directional scroller with an over-head perspective – in the style of Gauntlet.

The aim of the game is to rescue your colleagues whom the aliens have caged in tiny cells along the walls of each level. As you set about doing this you will also have to waste the aliens who are determined to hang on to their captives.

By comparison with the latest coin-ops for 16-bit machines Alien Syndrome now looks very basic. Graphically the 16-bit versions compared favourably to the coin-op original. Fine for a while but lacking in long term appeal.



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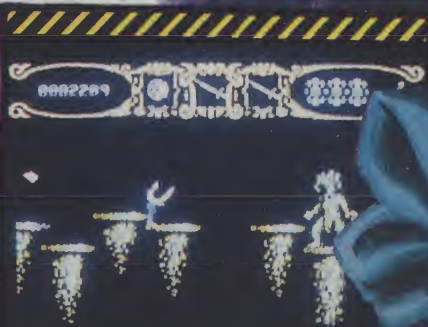
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NINTENDO UPDATE

Whatever the attractions of the new 16-bit consoles, Nintendo owners can still take comfort from some of the best gameplay on offer.

Nintendo are emerging as the IBM of computer games. With a virtual monopoly of the games scene in America and Japan and a rapidly growing empire in Europe, their power is awesome. In recent years this power has been used to tie up exclusive rights to almost every major coin-op licence going. Big name Japanese companies like SNK, Taito, Capcom, and Jaleco have all signed deals with Nintendo. This is good news for Nintendo owners - but bad news if you own anything else, as Nintendo will be able to use their muscle to block the launch of these games on any other system.

Here are four of the latest offerings, including a real gem: *Tetris*, running on the Gameboy hand-held. Playing *Tetris* on the train with headphones on is an experience worth paying a lot of dosh for...

IKARI WARRIORS

Two player warfare in the jungle

SNK's *Ikari Warriors* is typical of the new wave of titles. You won't see it on the PC Engine, Sega, or any other console. It's a two player shoot 'em up where you and a chum are 'Paul and Vince with secret orders to invade an enemy nation'.

The game scrolls in four directions - *Commando*-style as hordes of enemy troops come at you. Stacks of power ups are up for grabs to help the dynamic duo in their manoeuvres. There are grenades which you will need to take out the pill boxes, tanks, gates and choppers.

Team work is the key to success in *Ikari Warriors*. You need to advance in planned stages - protecting each other as you advance up screen. Tricky situations can be avoided by picking up 'K' power ups. These act as smart bombs - wiping out everything on screen.

Graphics are convincing - particularly the

The arcade hit comes to Nintendo, but will it prove as popular?

opening screen which shows Paul and Vince's plane crashing into thick jungle foliage. The over head view of the game itself is characterised by desert, jungle and rivers - with the enemy emerging from native huts, and fortresses.

As a shoot 'em up *Ikari Warriors* isn't going to win any awards. The game play seems a bit dated - particularly in the way the power ups work. You don't have any control over them as you do - say in *R-Type*. The conversion has the speed of the arcade original but is slightly let down by vast difference in graphics.

If you liked the coin-op go for it. But make sure you have *Gradius* in your collection before you buy *Ikari* or any other Nintendo shoot 'em up.

£29.99 on cartridge.

Verdict: Simple shoot 'em up with little lasting appeal.



Ghosts 'n' Goblins was quite literally a monster hit in the arcades. Now a haunting experience on the Nintendo.



GHOSTS AND GOBLINS

Spooky goings on in Nintendo land

This classic Capcom coin-op provided a tough challenge for gamers when it hit the arcades in the Summer of '86. You had to pump pounds worth of coins into it to explore its seemingly endless fairy tale world. Thankfully, its conversion to play at home gives you a more realistic chance of cracking it.

You are cast as a Knight in Shining armour (Well eventually - when you find the armour that is) who has to rescue the beautiful princess locked (yawn) in a castle (yawn) by the devil - Zzzzzz.

Wake up! It may be a corny plot but it's cute, addictive and good fun.

There are seven levels to be explored before you come face to face with the Devil - beyond the seventh gate. Various weapons need to be picked up and used if your knight is to defeat the various ghouls, ghosts, living dead and Zombies that the devil brings into combat against your Knight.

Your weapons are Torches, Swords, Axes, Crosses, and Javelins. Tooling up is essential when you confront the end of level demon. You destroy him to win a key to the next level.

The success of the coin-op was largely to do with the fairy tale appeal of the graphics. The castles, churches and graveyards were so convincing that it was easy to lose yourself in the atmosphere of the game. The Nintendo

struggles to emulate this world - with very glitchy graphics. The game play still manages to provide a tough challenge that is going to take some time to complete.

Lots of hidden characters and pitfalls will be discovered as you play the game - like a Magician who has an annoying habit of turning you into a frog, and the Red Devil who seems invincible.

The trouble with the Nintendo is that, despite it having a library of coin-op conversions far larger than any other console or

computer, the machine lacks the graphical power to emulate them effectively. This is not a problem in some of the excellent original Nintendo titles like the *Mario* series - where the games have been designed within the framework of the NES's capabilities. But in games like *Ghosts and Goblins* it is really stretched. Having said that - it is still recommended to fans of the coin-op. All of the game play is there.

£29.99 on cartridge

Verdict: Arcade adventure that you won't want to put down until you have rescued the princess.

RUSH 'N ATTACK

Kill Russkies and save yer chums

Rush 'N Attack will be more familiar to most gamers as *Green Beret* - which was what the game was called in the UK. The *Rush 'N Attack* title was the American name for the game. For reasons best known to Nintendo they have decided to market the game under its American handle in the UK.

If you are now totally confused let me remind you of the scrolling shoot'em up with the impressive military backdrops of a naval base, a missile base, army barracks, and air force base.

The aim of the game is to rescue the hostages that are lashed to a post awaiting the firing squad. As you dash from left to right the enemy solderis come at you in waves. Armed with a commando knife you will also need to pick up a shoulder mounted bazooka if you are to progress to the next level.

The secret of the game is timing. Leap, stab, and run at just the right moment to kill the enemy and get on to the next strategic point in the game.

Green Beret/Rush 'N Attack is everything you could ask for in a 'legging it' shoot 'em up. Its nice the way you can go up a bit - climbing onto tanks or planes, without degenerating into a total platform exercise.



Green Beret, an 8-bit hit now on Nintendo. Same game — different title!

Best thing of all about it though is its end-game sequence - assuming that you are macho enough to get there. And no, ACE is not going to describe it for you just so you can brag that you did it all on 'yer tod.

£29.99 on cartridge

Verdict: Good, tough arcade conversion that doesn't suffer at all from NES's naff graphics.

TETRIS

The hand held standard

OK, so the Atari Lynx hand held may have a full colour LCD display. It may have a processor that moves faster than an Amiga. It may also have software like *California Games* and stacks of other 'quality' American games waiting in the wings - but I would trade all of these for just one go on Game Boy *Tetris*.

If ever there was a computer game argu-

ment for Glasnost *Tetris* has to be it. Designed by a team of Moscow University students the game takes *Space Invaders*, turns it inside out, adds a geometrical jigsaw puzzle challenge with a time factor element thrown in.

You get just one go. The aim is to place the squares, oblongs, 'L' shapes, rods, and single cubes together in such a way that they form a solid horizontal line. Using your game controller (the same as a Sega or Nintendo four directional pad) you can rotate the shapes to find the best position for them to fit the puzzle.

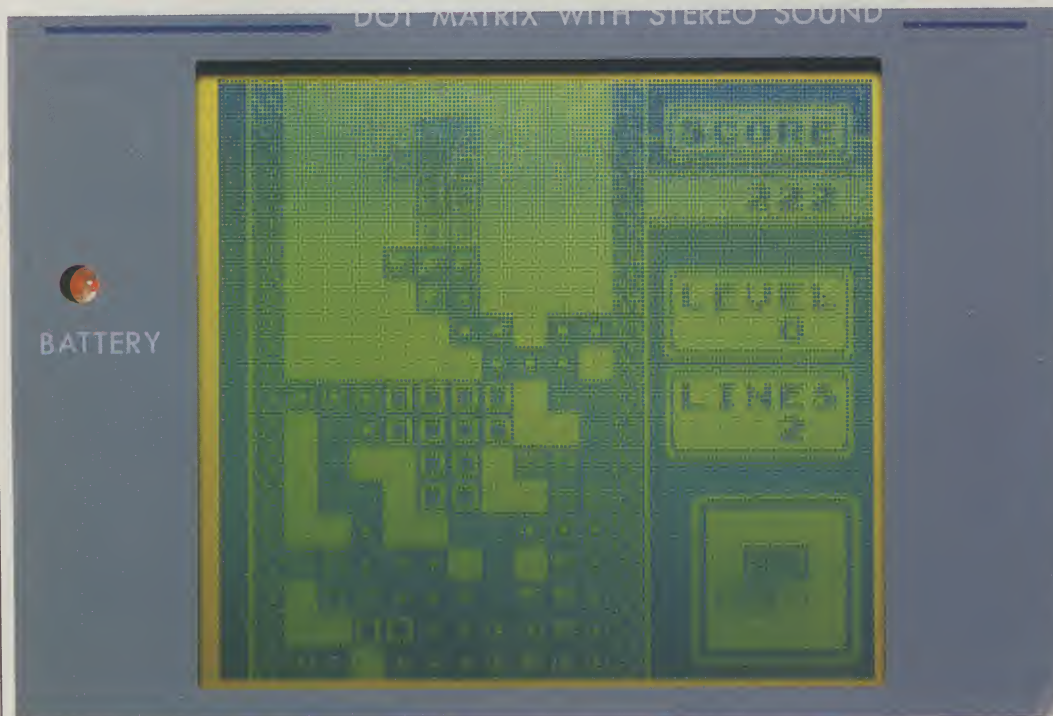
If you can suss it the second they appear on screen then you can whizz them into position with your controller by keeping your finger pressed in the direction you think it will fit.

It's simple to learn, yet extremely difficult to master. For this very reason it is the best game you could think of to convert to a hand held. It doesn't need flash graphics or sound - although in the sound department it performs pretty well on the Game Boy in full stereo through Walkman-style head phones.

The beauty of *Tetris* as a hand held game is it gives a purpose to the seemingly pointless pursuit of computer game high scores. Everyone wants to kill time occasionally - on a train, a bus, or even in a Cornish hovel without running water to make a hi-tech break from a heavy weekend of transcendental meditation. *Tetris* is so totally absorbing, addictive, and easy to get into that it achieves this far better than anything else that currently exists in the growing library of portable computer entertainment. It is, in fact, a meditation in itself.

£26.99 on cartridge

Verdict: A game to last a lifetime. It is to silicon what Chess is to cardboard and wood.



Tetris — a deceptively simple idea makes a superb brain game. The blockbuster soviet computer game is now available for the Gameboy!

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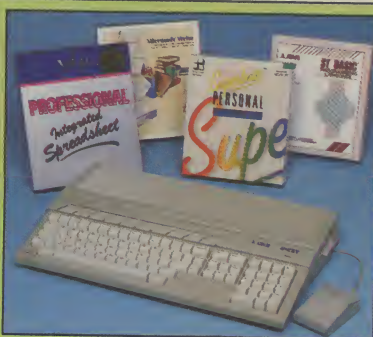
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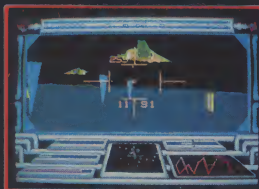


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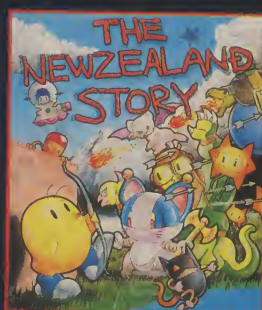
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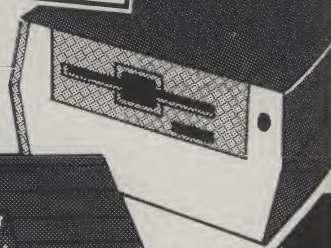
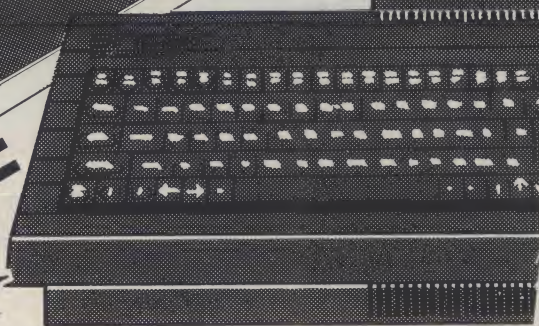
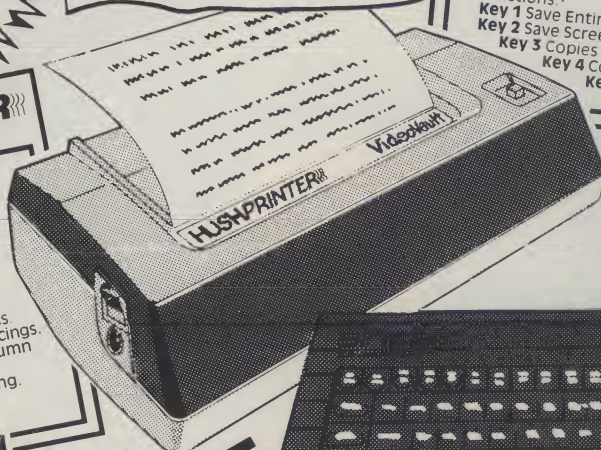
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ADVENTURE

INDIANA JONES GETS HIS OWN GRAPHIC ADVENTURE

For those of you who saw any of the Indiana Jones movies, and came out of the cinema wondering what it would be like to actually BE a hero, your chance has now arrived in the graphic adventure version of the US Gold arcade game.

The first thing you notice about Indy is it's impressive packaging. Aside from the six (count them) six disks that the ST version comes on, there is a code translation table with its transparent film decoder, and a sixty-four page copy of the Dr Henry Jones's Grail Diary, containing various clues and background information for the game. Already you are



Neat pics, but the animation is a bit dodgy.

culty, Indy can generally out-punch them by pure speed.

The graphics are mostly of a high standard, as you would expect for this type of game. The backgrounds are all well drawn and in many cases animated. Simple effects, such as lightning, combined with some stormy effects really enhance the atmosphere. Although small, each character is well defined and detailed but their animation is simple and unconvincing. In the mazes, the characters become smaller still, and only the small section of screen directly in front of our hero, is visible.

Sound is reasonably well implemented,

INDIANA JONES AND THE LAST CRUSADE

US GOLD/LUCASFILMS follow arcade action with graphic adventure

beginning to feel the part and you haven't even switched on your computer!

The game itself is an arcade-adventure in similar style to previous Lucasfilm/Us Gold release Zak McKracken and the Alien Mindbenders. The main action takes place in the centre of the screen, any game messages or dialogue appear above it, and below is your inventory and a list of verbs. the game is controlled almost entirely by the mouse, sentences can be constructed by clicking on the appropriate words, and Indy himself is moved around by using the 'walk' verb and pointing the cursor in the action window. The addition of a 'What is...' verb allows you to identify any object that may be of significance.

Your first task is to locate the computerised version of the Grail Diary, which can be opened up at key moments to give additional clues to those in the written version. Having found that, it's off to Venue to search for the entrance to the first of the maze sections, the catacombs, and a clue to the location of the Holy Grail. All subsequent locations are taken straight from the film, but your correct course of action is not necessarily the same as Harrison Ford's.

The puzzles are not particularly difficult but at times you may wish to result to brawn over brain and fight, rather than argue your way out of trouble. Although fisticuffs can be rewarding, gaining Indy extra items, losing a fight has a nasty tendency to end the game. Combat is the weakest aspect of the game - as one would expect from an adventure-oriented release - and as there are only three punches and three blocking moves, fighting is easily mastered, and although opponents vary in diffi-

LANDSCAPE89
Background graphics are all colourful and well defined, but the character animation could have been better.

ENCOUNTERS.....35
The arcadey elements of this game don't really involve encounters in the normal adventure way, and the combat system is weak.

CHALLENGE.....65
Lots to do, but don't expect to rack your brains much.

SYSTEM65
Far too much disk swapping! Otherwise an advance from Zak McKracken, but another step away from traditional adventuring. Is this a good thing?

ACE ADVENTURE RATING 820

Strong atmosphere makes the game instantly appealing, but we doubt you would want to return to it once it has been completed.

there is the obligatory rousing rendition of the film's theme tune and some well-timed spot effects, but the cacophony that accompanies the first maze is irritating rather than atmospheric.

The main problem with this game is the constant disk accessing, every new location has to be loaded in. This is not helped by having the game spread over six disks, as there is a fair amount of disk swapping to be done as well. The problem is exacerbated by the fact that the picture clears before each load, leaving you staring at a blank screen until the next is ready to be drawn. Worse still is that the consequences of many of Indy's actions also have to be loaded in, which is totally inexcusable when many of them are only simple animations lasting a couple of seconds. On occasion, certain actions, not least when loading a saved game, require several disk swaps, often using the same disk twice! Surely the programmers could have arranged their code so that actions that follow one another are on the same disk?

This aside, there is much to recommend about the game. It is very well presented and has tremendous depth. The majority of the problems are not too hard, particularly for people who have seen the film, and being unable to solve one puzzle does not necessarily lead to a dead-end, as not all need to be solved to complete the game. Even so, it is not a game that will be finished overnight, as each of the main locations is a game in itself.

Fans of the Indiana Jones movies will get a lot from the program, but be warned: progress can be very slow.

● Tony Ruben

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All in her suit case, alas, as Elvira is all packed to jet off to Las Vegas in the morning where she is about to carry out another personality endorsement for a new pinball table.

Wearing trousers and a brown cardigan she couldn't have looked less like the sexy star of America's hit Movie Macabre horror show. Elvira is the alter ego of American Actress Cassandra Peterson. Her character introduces the coast to coast TV show from a haunted house garage let set.

The show consists of re-runs of old horror classics. Elvira introduces the films, pouts seductively before the commercial breaks, and interrupts every so often to make a sarcastic comment on the action or the plot. Her quips are picked up by her army of fans and she has come up with some outstanding put downs in the eight years the show has been running. One film explained to her 'why they put barf bags on airplanes' another was so bad that 'even the audience who saw it on a plane walked out'.

Movie Macabre started out as a local show in the Los Angeles area in 1981. Since then Elvira's popularity has spread to almost every TV station in America. The mania reached fever pitch in Los Angeles in 1982 when Elvira's Biography was broadcast in 3D. Stores reported sales of 2.7 million pairs of 3D glasses in LA alone.

TEN THINGS YOU DIDN'T KNOW ABOUT ELVIRA

- (1) The famous Elvira body measures 34D-24-34 and is 5ft 7inches tall.
- (2) Elvira's favourite horror film is "Planet 9 From Outer Space".
- (3) Most sexy horror vamp apart from Elvira? - "There isn't one".
- (4) Favourite male actor - Nicholas Cage.
- (5) Most horrific thing about London "You guys drive on the wrong side of the road".
- (6) Favourite Elvira endorsed product "The most expensive one".
- (7) Favourite brand of tomato ketchup - "the health shop one without additives - particularly Health Valley".
- (8) Elvira has never been to Transylvania but her brother in law has.
- (9) Elvira was the last recipient of one of the original Dracula Society Awards.
- (10) Elvira has an Apple Macintosh at home but never uses it play games.

Elvira has become a super star of horror. Barry Norman said of her 'Elvira is outstanding ...well two bits of her anyway.' This popularity has spawned dozens of fan clubs and - in true American fashion - warehouses full of Elvira endorsed products. You can get records, posters, greeting cards, make up, costumes, books, models, wigs, a Pinball Table from Williams and, shortly, a computer game courtesy of Horrorsoft.

Elvira hasn't seen or played the computer game but she knows all about it.

"Elvira sets up these Horror Weekends in a castle which has been taken over by an evil force. You have to find the Scroll of Spiritual Mastery to stop the wicked Emelda from ruling the world".

Despite being well briefed about the computer game Elvira's eyes really light up with genuine enthusiasm when asked about...the pinball table...

'That's my thing. It's got me actually speaking in it. It's great fun'. Her enthusiasm for the pinball is easy to understand when you learn she gets ten free ones as part of the deal. What are you going to do with ten pinball tables?

'I'll have one at home, give one to my Mom and Dad (they collect all my stuff) and probably use the others for charity promotions".

The Elvira video and computer game will be in the shops at the end of the month.

GREAT NEWS!

The adventure column has been severely limited in recent months, but we are now delighted to announce that from next issue, the section will be edited, expanded, and ruled with a rod of iron by Pat Winstanley.

ACE readers should already be familiar with Pat - she used to contribute a regular column (Pat's Patch) on adventure utilities and she currently runs the STAC User Group.

Pat will be guiding this column through the coming months, at a time when the adventure market is changing as never before. As well as reviews, gossip, and tips, the column will also feature regular analysis of new developments in computer fantasy. Stay tuned!



TIME TO TRAVEL ON...

Cinematique have been winning rave reviews in their native France for their *Future Wars - Time Travellers* adventure. The game is the work of Paul Cuiset who has spent the last three years developing the player interface.

It'll come as no surprise to regular ACE adventurous readers that there are similarities with Sierra's *Leisure Suit Larry* and *Police Quest* games in the animation and large number of graphical locations. We've already pointed out in past issues how popular the *Sierra-On-Line* range is in the States...and even traditional companies like *Magnetic Scrolls* are casting envious glances at the system and talking about 'doing more animation'.

Despite first impressions, however, the interface itself on *Time Travellers* is surprisingly similar to a traditional adventure. A window offers a number of choices on each location. Apart from the obvious direction options there are

PALACE are launching a new French graphic adventure.



Out and about in *Future Wars*...

also examine, search and talk options.

The commands are implemented very quickly - giving all of the puzzling fun of an absorbing adventure without the hassle of typing in lengthy commands and twiddling your thumbs whilst the computer considers its response.

The storyline is a strong one. Earth is under attack in the 43rd century from an alien race. The advanced SDI defence system has been undermined by the aliens travelling back in time and planting bombs at strategic points before the defences were built. Your quest starts in the present and brings you to the Middle Ages, Prehistoric times and the distant future.

Throughout the game the French flair for graphics is very much in evidence. Look out for a full review of this ST, Amiga, and PC title in next month's ACE.

NO PROBLEM!

Joan Pancott telephoned me last month to complain about my printing her solution of *Souls of Darkon*, which she had sent when I was writing the Pilgrim column. Joan tells me she doesn't believe in solutions being printed - particularly since it means she gets less calls on her helpline!

Well, Joan, I have to agree about complete solutions, but I made an exception with *Souls of Darkon* because it is one of the most infuriating games I have ever come across, and I can well understand why publishers Taskset went bust shortly after releasing it.

And as far as calls are concerned, by now EVERYONE ought to know about Joan's helpline service, which has been going for several years and has clocked up literally thousands of calls. You can contact her on 0305 784155 and she can give help on most games.

Meanwhile, here's a brief selection of tips from the files of The Pilgrim and The White Wizard...and thanks to Mitch Pomfret, Jason Riley, and 'anon' for sending them in! Robert Morgan of Glasgow should be pleased - we've got the solution to the first part of *Mindfighter* that he so urgently requested.

SORCEROR OF CLAYMORGUE CASTLE

The kitchen needs examining more carefully!

KENTILLA

To prevent a good old fry up with Zelda, give her a human present of Timandra. This allows you to get the scroll!

MORDON'S QUEST

Don't spoil that Condor moment while in the arena. Don't refer to the Tele-script shop; they're out of stock.

STATIONFALL

Look at your watch and the chart before launching. Getting into the village is a pressing problem

BUREAUCRACY

Mail order print? Read vertically

For cab ride to airport the dough must be authentic

For ID and password include hyphen!

LURKING HORROR

A meal is the key - try the fridge and then the microwave. Actually (*remarks the White Wizard*) some of the responses regarding the master key are a bit misleading: suffice it to say that you will be able to borrow it once you've fed its owner.

ZZZZ

To enter mansion, try door. When window opens climb vine. Then climb down.

KAYLETH

Spin bar by Mokki-ray. The tablet azap takes you to a dime. The coin is in the ruins of the citadel.

TASS TIMES

Gramps is in the tower on the island. To free use zagtone.

KENTILLA

Tie the rope to the stalictite then pull. Then pull again.

MINDFIGHTER

Help with part one...

Examine the rubble at the civic centre ruins.

Give the snowstorms to Daryl.

Break the cobweb in the building to find the hidden object.

Don't drink the water, it is contaminated.

Use the wrench and the chisel to break the stairs in the ruined building

Wear the gas mask in the industrial wastelands.

A ship will arrive in the docks at 3pm on Wednesday.

Give the dead dog to the rabid foxes.

To get into a trance - INHALE, HOLD EXHALE.

To metamorphose you need to be in a trance, then METAMORPHOSE

To destroy the ship, empty the petrol, burn the rag with the lighter, and run off the ship.

After finishing your tasks in Part One, go to the fence and

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If so, which one do you own?

1

Vigilante from U S Gold

1994 New York... the police dare not patrol the streets. The army cannot control the city and law and order no longer exists.

- 5 levels of play: Main Street, The junkyard, Brooklyn Bridge, Back Street and the Girders' construction scene.

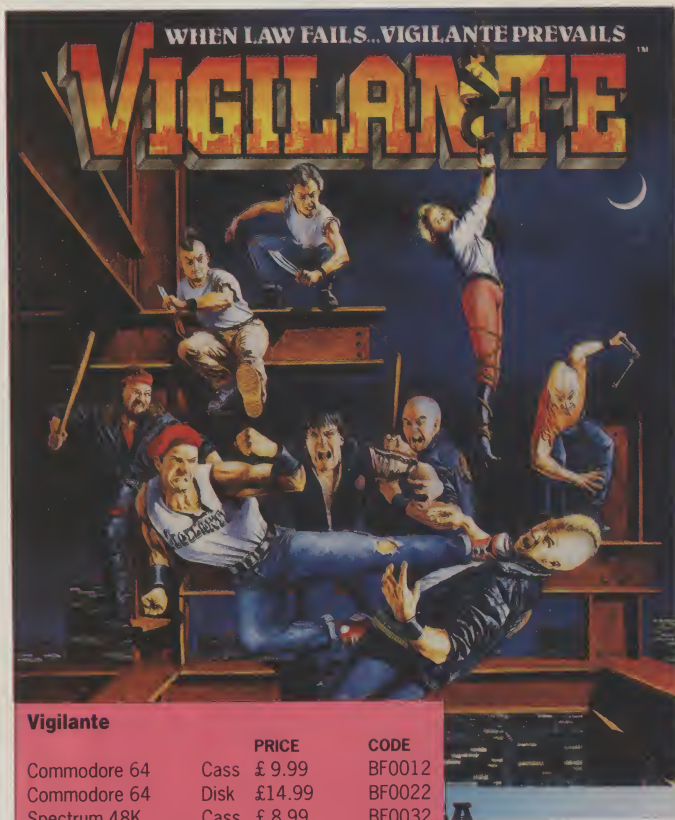
- Different street gangs led by a giant of a gang leader.

- The Vigilante is attacked by gangs using a variety of knives, chains, guns and even dynamite in an effort to finish him off.

- Motor bike 'crews' attempt to run him over without hesitation.

"Vigilante bears an astonishing resemblance to its arcade parent" **ST Format**

Crash 86%
C & V G 81%



Vigilante

		PRICE	CODE
Commodore 64	Cass	£ 9.99	BF0012
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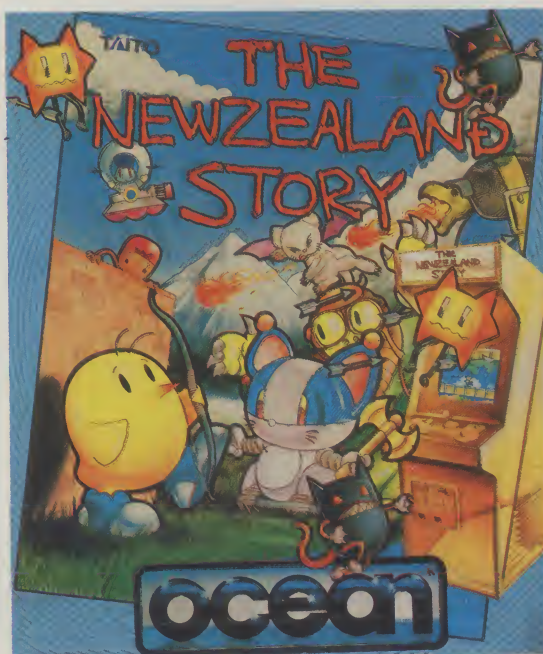
The New Zealand Story from Ocean

Fun from down under that will have you standing on your head.

Wally Walrus has captured his tea - 20 of Joey Kiwi's friends from the New Zealand zoo, and if Joey doesn't rescue them all by tea-time they'll be stuffed, served and swallowed at Wally's table.

New Zealand Story is incredibly cute. This is an amazingly addictive game, and the difficulty tuning has been set just right.

Amiga Format 94%



New Zealand Story

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1 2

Indiana Jones The Last Crusade from US Gold

Relive the greatest action scenes from the greatest movie of all...

The game is played on four action packed levels and will become of the classic two fist-ed arcade games.

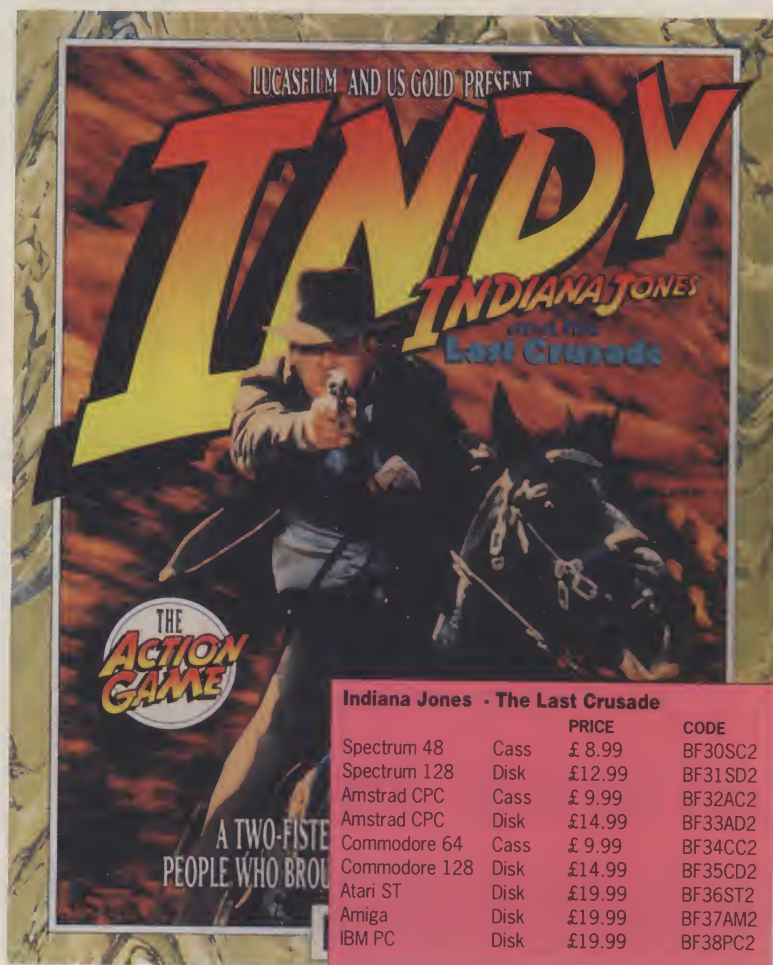
You have the opportunity to increase your overall score with every hazard dodged, valuable object found and enemy dispatched.

● A copy of the "Byzantine Crusader" which details the storyline and Hints & Tips is included with the software.

● An added feature of a Whip allows Indy to capture and hold on to all objects.

"The graphics are superb, this is one of the best US Gold games to date"

ST Format 90%



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4

Robocop from Ocean

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RIPPING YOU OFF?

ALTERED BEAST WIN THE
COIN OP



SHADOW OF THE BEAST



IN THE PINK

This month's Pink Pages give important notice of a **whole new section** – **The ACE Stockmarket**, in which up to date market research will be giving **the definitive Final Verdict** on the games we play every month. There's also good news for competitors – we've really taken the **puzzle and crossword sections** in hand for the first time since the transfer of the ownership of the magazine. We'd like to apologise for the delay in printing **prize winners**, but now you can turn to the section beginning on page 51 and find out whether you've **struck lucky**. We're delighted to announce that the teething period is now over, and from now the Pinks will be **bursting with health**.

The **ACE Guide To The Games You Have To Have** adds in a whole new section as well this month – on **console games**. Even if you don't have a console this section gives **important information** that could affect your buying decision, especially since buying a console is all about **software choice** rather than hardware specifications.

However, if you're looking for a new computer and **concerned about specs**, you'll be pleased to hear that next month will see the return of the **ACE Upgrade Guide**. We're currently working on this section to make it better than ever before – and it will include a **far greater range of machines**, complete with up-to-date sales information – **just in time for Christmas!**

Finally, we haven't forgotten those **greedy so-and-so's** who like to get **something for nothing**. There are the infamous **Pink Pages compos**, in which software houses fall over each other to shower **lucky readers with gifts**.

The Pinks...Britain's only **blushing guide** to computer entertainment...

THE ACE STOCK MARKET

NEXT MONTH ACE WILL BE LAUNCHING A WHOLE NEW SECTION: THE DEFINITIVE GUIDE TO GAMES REVIEWS IN THE UK. YOU'LL BE ABLE TO FIND OUT - AT A GLANCE - WHICH GAMES ARE WOWING THE REVIEWERS. AND NOT ONLY THAT, YOU'LL BE ABLE TO WALK AWAY WITH SOME GREAT PRIZES EACH MONTH!

Buying software is still something of a gamble. Even when you've sorted through the reviews, examined the screenshots, and peered over someone's shoulder to see the shop demo, you still can't be 100% sure you'll still be playing the game avidly in six months time - never mind six weeks or even six days time. And with full-price titles still mostly over a tenner and 16-bit games nearer £20-£25, buying software is an investment. An investment in which you can't be at all sure of your return.

Here at ACE we hope to make investing in games software a little less fraught with pitfalls - and give you some fun into the bargain. Welcome to the ACE Stock Market - and as an ACE reader you automatically qualify for a place on the ACE Stock Exchange floor.

Here is where you can check up on companies' track records and their performance over the months, not in financial, profit-and-loss terms - we'll leave that to The Economist, thank you - but based directly on the quality of their current releases.

You'll be able to monitor publishers and their publishing labels, watch their fortunes rise and fall through the bull market in the pre-Christmas season as games tumble out from every software house under the sun, to the bear market of the summer months, when sales and output peter down to a trickle.

We'll be tracking the performance of every game in every review published in the UK. We'll monitor how highly each title rates overall, and how well its graphics and sound capabilities score. And when we've compiled this mountain of statistical data, we'll hand it over to an expert in the field.

We've enlisted the aid of a qualified data processing and market research professional, Geoffrey Roughton, to develop a set of statistical routines that will sort all these numbers to give a meaningful set of figures at the end - games quality 'share price' for each month's set of reviews for each publisher. It will take into account individual ratings, weighted against the number of games produced. There will be an overall figure and separate scores for graphics and sound.

The routines will make allowances for individual magazine bias (where a title regularly rates games higher than other magazines, for example) and will also take into account the different reviewing systems used. We hope to be able to cover graphics and sound ratings as well as overall verdicts at a later stage.

As companies fortunes fluctuate throughout the year, you'll be able to keep your own portfolio of their progress. Then, when it comes to buying games, you'll be better informed about the track record of the team concerned, and the amount of risk involved.

THE TRADING COUNTERS

The ACE Stockmarket will be divided into 'Trading Counters'. Each of these counters will cover a specific area of the market place (the counters are described below) and will quote 'prices' and market positions. Prizes will be awarded to ACE readers who can pinpoint these prices and positions *in advance*. A full explanation of the system will be printed in next month's ACE together with the first entry form. Alternatively, you can get details by sending an A4 stamped addressed envelope to The ACE Stockmarket, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

THE 8-BIT COUNTER

A difficult one this, since you can't always be sure which title will convert best. This is an opportunity for some real risk-taking. Will *Continental Circus* really cut the mustard on the smaller machines? One thing's for certain - this counter is going to put a bit of zing back into the 8-bit debate...

THE MACHINE COUNTER

This counter will list the various titles BY MACHINE FORMAT. It will enable you to see instantly which game the reviewers are really tipping for your micro. Not only will it help you to decide which games to invest in, it will also give you a chance to exercise your knowledge of your micro's capabilities for certain types of software. Pick the right games in the right positions, and you could be sitting pretty.

THE 16-BIT COUNTER

Here you can find out which is the most highly rated 16-bit game of the month. Can you predict which titles Amiga and ST owners will be raving about in the future. Will Mirrorsoft's *Interphase* roar to the top of the market? Or is *Powerdrift* the one to watch? If you've got your finger on the pulse, you could get your hands on some big, big prizes.

THE COMPANY COUNTER

Here's where the fur really starts flying! Which companies are taking the trophies in the reviews stakes. Can a company ride its way up the market on the back of a single tremendous title, or will the giants hold sway at the top of the league? Are the American software houses ruling the UK roost, or is Britain holding its own? Get it right, and get rich...well, almost!

TITLE FIGHT...

Here's a selection of recent titles together with average ratings to give you some basic data that will help you take over the ACE Stockmarket floor when trading opens next month. Start your stockbook now – you're going to have to track the performances of games AND software houses – this list is based on actual reviews published in recent weeks and is VALUABLE DATA so don't waste the opportunity!

GAME	SOFTWARE HOUSE	SCORE
Rick Dangerous	Firebird/Microprose	85
Strider	US Gold	88
Xenon II	Image Works	93
Tank Attack	CDS	78
Fast Break	Accolade	49
Oil Imperium	Reline	78
Castle Warrior	Delphine/Palace	60
Shufflepuck Cafe	Domark	71
All Points Bulletin	Domark	75
Turbo	MicroIllusions	85
Shadow of the Beast	Psygnosis	87
Battle Valley	Hewson	81
Gemini Wing	Virgin Mastertronic	61
New Zealand Story	Ocean	88
Rainbow Islands	Firebird/Microprose	87
Passing Shot	Image Works	65
Paperboy	Elite	79
Populous: The Promised Lands	Electronic Arts	86
Mr Heli	Firebird/Microprose	58
Thunderbirds	Grandslam	86
Conflict Europe	Image Works	71
Fiendish Freddy	Mindscape	83
Leonardo	Starbyte	71
Jack Nicklaus Golf	Accolade	64
RVF	Microstyle	66
King Arthur	Infocom	82
F16 Combat Pilot	Digital Integration	89
Robocop	Ocean	49
Great Courts	Ubi Soft	78
Sleeping Gods Lie	Empire	76
Barbarian II	Palace	76
The Champ	Linell	45
Chariots of Wrath	Impressions	71
Skate of the Art	Linell	38
Indiana and the Last Crusade	US Gold	61
Journey	Infocom	78
Nightdawn	Magic Bytes	63
Alien Legion	Gainstar	36
Beam	Magic Bytes	72
Grand Prix Circuit	Accolade	51
Kult	Exxos	85
SDI	Activision	57
Tom and Jerry	Magic Bytes	47
Xybots	Tengen/Domark	81
Buffalo Bill	Tynesoft	80
Navy Moves	Dinamic	34
Omni-Play Basketball	Mindscape	75
Shinobi	Virgin	77
Astaroth	Hewson	71
Licence to Kill	Domark	71
FOFT	Gremlin	69
High Steel	Screen 7	39
Phobia	Image Works	72

WIN! WIN! WIN!

Are you an ACE Stockmarket wizard? If so, you could take a slice of the cake each month as we dish out prizes to enterprising readers...

Different people like different games – and that goes for reviewers as well, and even for magazines. Here on ACE, for example, we favour games that demonstrate originality and can be seen to further the cause of computer entertainment. But just how good is your own instinctive feeling about a game? Or about the fortunes of a software house? We're going to give you the chance to walk away with big prizes each month if you can predict the way the 'shares' are moving in the ACE Stockmarket...

HOUSEY HOUSEY

We'll also be printing each month the names of the software houses whose products feature in Stock Exchange ratings, and their order of ranking according to the reviews they've received in the current survey period. If you fancy your knowledge of the games scene, you can join in by sending us your predictions for future months: if you can name the top five software houses you'll pick up a valuable prize (details in the Stockmarket Launch issue next month). Beats the stockmarket any day...

HIGH PERFORMANCE

You can also win prizes by naming the top five games for any of the top machines in correct order. There are further prizes going each month for the man who hits the nail on the head.

BONUS PRIZES!

If either prize goes unclaimed, it's added to the jackpot for the following month. Market conditions are pretty tough out there, so expect to see some pretty hefty prizes building up during the months ahead...

Finally, we'll be offering regular bonus prizes, so keep tuned to The Final Verdict and sharpen both your wits and your pencil!



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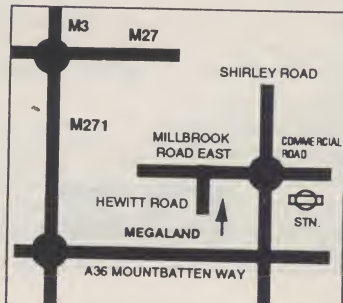
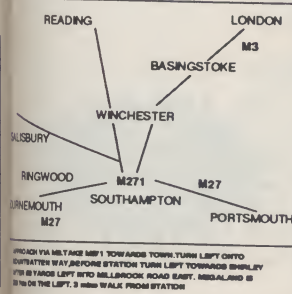
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ARCADE STYLE

Including coin-op conversions. Games with a high fun factor and plenty of addictive action feature in this category.

ARKANOID

Imagine ● Spectrum £7.95cs ● C64 £8.95cs £12.95dk ● Amstrad £8.95cs £14.95dk ● Atari XL/XE £8.95cs ● Atari ST £14.95dk ● MSX £8.95cs ● IBM PC £19.95dk

Conversion from *Arkanoid* the coin-op, in its turn the best version of the classic *Breakout*. Simple in concept: the player controls a bat at the base of the screen, whizzing it left and right. The object is to keep a small ball in play, bouncing it off the bat to destroy formations of bricks in the top half of the screen. Eliminate all the bricks and move on to the next of 33 screens. Clever extra features contribute to the addictiveness. As a faithful coin-op conversion, *Arkanoid* comes out top, but for a different slant on the same theme and some nifty music, try ASL's *Impact*, which also builds up the difficulty levels more gradually.

★ ACE CLASSIC

BOUNDER

Gremlin Graphics ● Spectrum £7.95cs ● C64 £9.95cs £12.95dk ● Amstrad £8.95cs £13.95dk

A great arcade bounce-em-up, and very addictive too. You guide a ball as it bounces from one platform to another, high above the vertically scrolling landscape. Land on marked squares and you can stay aloft longer or gain a mystery bonus. Fill in a gap or hit one of the game's many nasties, however, and you'll lose a life. Bonus bouncing sections at the end of each level help vary the pace, and those tough gaps really keep you coming back for more. Bright, witty graphics, great music – and it's so playable.

★ ACE CLASSIC

BUBBLE BOBBLE

Firebird ● Spectrum £7.95cs ● C64 £8.95cs £12.95dk ● Amstrad £8.95cs £14.95dk ● Atari ST £19.95dk

Playability is the essence of this two-player coin-op conversion. You and a friend play bubble-blowing dinosaurs, travelling through 100 maze-and-platform screens, fighting off the 'bullies' by encapsulating them in your bubbles to turn them into juicy fruit. More firepower and various bonuses await as you reach the more difficult later screens. Enormously good fun, if a little on the cutesy side. Can also be played as one player against the computer.

★ ACE RATED 958

CONQUEROR

Superior ● Archimedes £24.95dk (Amiga and ST versions under development)

Drive around in your very own tank! Blast the enemy in close combat and plan your strategy for the campaign. This is a tricky game to get to grips with, but if you persevere you'll find you soon become mesmerised by the thing. If you ain't got a 1Mb Archie though – forget it!

★ ACE RATED 931

ELIMINATOR

Hewson ● Spectrum £7.99cs £12.99dk ● C64 £9.99cs £14.99dk ● Amstrad £9.99cs £14.99dk ● Atari ST £19.99dk ● Amiga £19.99dk

Graphically wonderful roadway blast-em-up by John Phillips, which will twist your joystick inside-out. It'll even have you driving on the ceiling. Though it's tough to get to grips with at first, the addiction level's so great you'll keep coming back for more.

★ ACE RATED 904

EXOLON

Hewson ● Spectrum £7.95cs ● C64 £8.95cs £12.95dk ● Amstrad £8.95cs £14.95dk

Graphically superb horizontally scrolling shoot-em-up in which you run, duck and jump your way along a planet's surface blasting away at alien defences. A gun and a missile launcher are used to blast the foes, but if things are still too tough then you can grab an exoskeleton for extra protection and fire power.

★ ACE CLASSIC

NEW ZEALAND STORY

Ocean ● Spectrum £8.95cs, C64 £9.95cs, Amstrad £9.95cs, ST £19.99, Amiga £24.99

Although pipped at the post in a head to head with *Rainbow Islands*, *New Zealand Story* is not a game to be ruled out. It is immense fun to play, provides lots of varied action across many levels. Definitely worth checking out.

★ ACE RATED 875

OIDS

Mirrorsoft ● Atari ST £19.99dk

A magnificent *Thrust*-ish blast. The Oids are relying on you to save them, but the Biocretes aren't going to let them go without throwing missiles, rockets and a number of other weapons at you. Included with the program is an edit facility that allows you to design your own planetoids – great stuff!

★ ACE RATED 969

PITSTOP 2

Epyx/US Gold ● Available only on Epyx Epics compilation ● C64 £9.95cs £14.95dk ● IBM PC £29.95dk

(in compilation with *Winter Games* and *Summer Games 2*)

Thrilling racing game where the screen is split into two and you can race the computer or a friend. Lots of different Grand Prix circuits, tyre blow-outs and of course the all-important pitstops guarantee to give you hand cramp and your brain a real racing treat.

★ ACE CLASSIC

POWER-DROME

Electronic Arts ● Atari ST £24.95dk

This superb arcade-style futuristic driving simulation will have you enthralled for months to come. It may not be terribly easy to get straight into but it's well worth persevering with. You'll be playing this for months.

★ ACE RATED 925

PURPLE SATURN DAY

Exxos ● Atari ST £24.95dk ● Amiga £24.95

A terrific mix of games that delivers punch both audio and visual. The consistently good gameplay ensures you'll enjoy playing each sub-game time and again. It's a little tricky to get the hang off, but master it and you'll be pleased you persevered.

★ ACE RATED 912

RAINBOW ISLANDS

Firebird, Spectrum £9.95cs £14.95dk, C64 £9.99cs £14.99dk, Amstrad £9.99cs £14.99dk, ST £24.99, Amiga £24.99

The sequel to *Bubble Bobble* is nothing short of fantastic. The graphics and sound are superb, as is the gameplay. One of the best (and cutest arcade conver-

sions of the year that should not be missed.

★ **ACE RATED 934**

RVF

Microstyle, ST £24.99, Amiga £29.99

RVF offers a near endless supply of fast paced bike action as you race your Honda RVF. Attention to detail is paid out all along the route with your rider giving the bike a push start after a crash. An excellent mix of arcade and simulation.

★ **ACE RATED 915**

SPIDERTRON-IC

Ere International ● Atari ST £19.95dk

Guide your spider-like character around the game area, collecting coloured panels in the correct order. The built-in construction set means you'll be knocking out your own levels till the cows come home.

★ **ACE RATED 903**

SUMMER GAMES

Epyx/US Gold ● C64 £9.95 cs £14.95dk ● IBM PC £29.95dk

Epyx sporting simulations are of high quality but none have quite captured the playability and style of the original *Summer Games* and its immediate successor, *Summer Games 2*. One to six players can take part in high jump, gymnastics, spring-board diving, clay pigeon shooting, swimming, pole vault – and others – with lovely large graphics and smooth animation throughout. Control of your athlete can be complex so practice is recommended.

★ **ACE CLASSIC**

SUPER SPRINT

Electric Dreams ● C64 £9.99cs £14.99dk Amstrad £9.99cs Spectrum £9.99cs ● Atari ST £19.99dk

One of the better coin-op conversions currently available. With up to three players all competing at once, the action is fast

and furious and it will take a finely-tuned car to complete some of the more tortuous circuits that appear later in the game.

★ **ACE RATED 907**

THRUST

Firebird ● Spectrum £1.99cs ● C64 £1.99cs ● Amstrad £1.99cs

Terrifyingly sensitive controls and a large helping of real-life physics make this budget title an absolute must. Flying down through the caverns of an enemy-held planet, you have to pick up fuel and destroy hostile gun turrets without crashing into the tunnel walls. Tough enough as it is, but then you've got to make the return journey with a heavy load slung under your craft. Very mean, very addictive.

★ **ACE CLASSIC**

URIDIUM

Hewson ● Spectrum £8.95cs ● C64 £9.95cs £12.95dk ● BBC £9.95cs £14.95dk

The piece de resistance of scrolling shoot-em-ups: blast the dreadnought and attacking ships while dodging around any large structures. Great metallic-looking dreadnoughts and the smoothest scrolling you'll ever see put this head and shoulders above the opposition. A game not to be missed, especially now that C64 versions come packaged with the excellent *Paradroid*.

★ **ACE CLASSIC**

ZARCH / VIRUS

Superior Software ● Archimedes £19.95dk ● Firebird (16 and 8-bit versions) Amiga £19.95dk ● Atari ST £19.95dk ● Some 8-bit versions under development

A solid three dimensional shoot-em-up with such graphic perfection and timelessly addictive gameplay that it became an instant classic. Now the 16-bit versions have arrived and they're just as good as the 32-bit versions.

★ **ACE RATED 981**

ADVENTURES

After a brief surge of RPG-related popularity, the traditional text-entry adventure is rapidly disappearing. But for those of you who savour the powers of the imagination, the verbal twist, and the thrill of encountering other characters, this game genre still has much to recommend it. Here are some of the all-time great computer fantasies...

BEYOND ZORK

Infocom/Activision ● C64 £19.99dk ● PC £24.99dk ● Amiga £24.99dk ● Atari ST £24.99dk

Infocom's attempt to muscle in on the role-playing market is a great success. Locate the fabulous Coconut of Quendor in a game that combines the wit and ingenuity of one of the world's most original software companies with state-of-the-art parsing and gameplay. Text-only, but with an on-screen mapping facility.

★ **ACE RATED 902**

CORRUPTION

Rainbird ● Atari ST £24.95dk ● Amiga £24.95dk ● PC £24.95dk ● Spectrum £15.95dk ● C64 £17.95dk ● Amstrad 6128 £19.95dk

This tale of insider dealings, infidelity and crooked business deals is unlikely to appeal to adventurers who prefer to wander through vast dungeon networks seeking treasure. But for those who are fed up with traditional adventuring, it's like a breath of fresh air. Superb graphics, great atmosphere and a nail-biting plot makes this a terrific game that grips from the start.

★ **ACE RATED 920**

FISH

Magnetic Scrolls ● PC £24.99dk Amiga £24.99dk

More gameplay than *Corruption*, better game design than *Jinxter*, and not as quirky as *The*

Pawn. This is definitely MS's best release since *Guild Of Thieves*. Good stuff indeed.

★ **ACE RATED**

GUILD OF THIEVES

Rainbird ● C64 £19.95dk ● Spectrum £15.95dk ● Amstrad 6128 £19.95dk ● Amiga £24.95dk ● Atari ST £24.95dk ● PC £24.95dk

One of Britain's newer adventure software houses – Magnetic Scrolls – managed to produce a traditional treasure hunt with superb graphics and some very tricky puzzles. Powerful parser helps to create a convincing game world with humour and imagination.

★ **ACE CLASSIC**

INGRID'S BACK

Level 9 ● Atari ST £19.95dk

A great follow-up to *Gnome Ranger*. Level 9 have really got to grips with the use of characters in their games and how to program them very effectively.

★ **ACE RATED 920**

JEWELS OF DARKNESS

Rainbird ● C64 £14.95cs ● Spectrum 128 £14.95cs ● Amstrad £14.95cs £19.95dk ● PC £19.95dk ● Amiga £19.95dk ● Atari ST £19.95dk

Level 9 have put together three of their classic releases, *Colossal Adventure*, *Dungeon Adventure*

and *Adventure Quest* in one bundle. The games have been updated with graphics and larger vocabularies and are as close to the original spirit of adventuring as you're likely to find.

★ **ACE CLASSIC**

LURKING HORROR

Infocom/Mediagenic ● C64 £19.99dk ● ST £24.99 ● Amiga £24.99 ● PC £24.99

Infocom's tribute to H.P. Lovecraft and the horror-fantasy genre sends you into a cold sweat as you discover something very nasty lurking beneath your college laboratory. Superb text-only game that defies you to play it after dark...

★ **ACE CLASSIC**

TIME AND MAGIK

Mandarin ● Spectrum £14.95cs £14.95dk ● C64 £14.95cs £14.95dk

PUZZLES

If you're after a game that will provide you with a real challenge, without necessarily requiring large doses of strategic thinking, then it's a puzzle game you want.

BONE-CRUNCHER

Superior Software ● C64 £9.95cs £11.95dk ● Amiga £14.95

At first sight this recent release may appear to be nothing more than a boulderdash rip-off. However there are a number of innovative gameplay features which give Bonecruncher a feel all of its own. Highly recommended for those who prefer to solve problems rather than shoot them.

★ **ACE RATED 948 – AMIGA**

BOULDERDASH

Prism Leisure Corporation ● Spectrum £2.99cs ● C64 £2.99cs ● Amstrad £2.99cs

A game that has everything – instant addition,

● Amstrad £14.95cs £14.95dk ● Atari ST £19.99dk ● Amiga £19.99dk ● PC £19.99dk

This compilation of the Level 9 games, *Lords Of Time*, *Red Moon* and *The Price Of Magik* have been revamped with better parsing, bigger vocabularies and pictures added. Superb value if you don't already own them.

★ **ACE RATED 919**

ZORK ZERO

Infocom Versions due out about now. Watch this space for price info. Highly enjoyable with a variety of challenges that make for instant addiction. A bit more character interaction would have made this a real humdinger, but even so it remains one of the best games of the year so far.

★ **ACE RATED**

long-term challenge, frenetic excitement as the clock ticks down and extremely tricky puzzles. You must collect jewels hidden in caverns, digging away earth and boulders to get tat them. Boulders can drop and cause you serious damage, while the jewels are often hidden by seemingly impenetrable walls. Complex but great fun. Boulderdash is a classic you can't afford to miss in its budget incarnation.

★ **ACE CLASSIC**

DEFLEKTOR

Gremlin/Vortex ● C64 £9.99cs ● Spectrum £7.99cs ● ST £19.95dk

Optics are the order of the day here (not the spirit dispensers) as the player tries to connect a laser beam to a receiver and at the same time destroy a

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number of cells that are on screen as well. You'll need to make full use of the mirrors, fibre-optic conduits and polarising and refracting blocks if you're to achieve your aim. Clear the first screen and you'll only have 59 more to do. Fascinating stuff that's horribly addictive.

★ ACE RATED 906 - ST

NEBULUS

Hewson ● C64 £9.99cs
£14.99 dk ● Atari ST
£14.99 dk

Guide pogo to the top of eight towers using the spiral of platforms, lifts and ledges that form the route. It's a highly original game that strikes a fine balance between frustration and addiction, added to which is the rotary scroll, thus making it a good-looking, playable winner of a game.

★ ACE RATED 943 - C64

SENTINEL

Firebird ● Spectrum £9.95cs ● C64 £9.95cs
£14.95dk ● Amstrad
£9.95cs £14.95 dk ●
Atari ST £19.95dk ●
Amiga £19.99dk

Bizarre and compelling strategy game played over the chequered surface of a planet dominated by the Sentinel. Fundamentally you have to absorb energy while trying to stop the Sentinel from absorbing yours. A clean brain and fast trigger finger are both necessary in this very original and large - 10,000 possible landscapes - game.

★ ACE RATED 963 - AMIGA

SKULL DIGGER

Nexus ● Atari ST £19.95

Boulderdash clone that completely outdoes the original on this particular machine. Again (see Boulderdash above) you're digging for diamonds in caverns over a hundred different screens - with a time limit for each screen. Skulldiggery scores on playability (easier screens to begin with and a choice of starting point) and its entertaining two-player option.

★ ACE RATED 919 - ST

SPORE

Bulldog ● C64 £1.99cs ●
Amstrad £1.99cs ● Spectrum
£1.99cs

The winning combination of strategy, frenzied blasting and great graphics make Spore a worthy full-priced release - what a bargain then to be able to pick it up for £1.99!

★ ACE RATED 919 - C64

TETRIS

Mirrorsoft ● Spectrum
£8.99 cs ● C64 £8.99cs
£12.99dk ● Amstrad
£8.99cs £12.99 dk ●
Atari ST £19.95dk ●
Amiga £19.99dk ● IBM PC
£19.99dk

A fascinating geometrical oddity, this Russian puzzler turns the obscure mathematical topic of packing into a cult game. One at a time, shapes fall downwards into a rectangular playing area. Left to their own devices they'll pile up until they reach the top of the screen; your task is to guide them down and pack them tightly so that doesn't happen. Different versions have proved to be rather variable in their arcade aspects, but the brilliantly simple idea behind them means they're well worth a look whatever your machine.

★ ACE RATED 959 - C64

THINK!

Firebird ● C64 £1.99cs ●
Amstrad £1.99cs ● Spectrum
£1.99cs

Originally released by Ariolasoft at full price, but now available for a fraction of that from Firebird. It's a horribly addictive game played on a 6x6 grid - either one or two player - in which you attempt to connect four counters, horizontally, vertically or diagonally.

★ ACE CLASSIC

XOR

Logotron ● BBC £9.95cs
£12.85dk ● Amstrad
£9.95cs £14.95dk ● Spectrum
£7.95cs

Extremely tricky maze game involving the player controlling two shields, and collecting masks through 15 mazes, which

increase in complexity as you progress. Also in later stages, fish and chickens lie in wait, often blocking the masks and just waiting to fall on you and bring your quest to a premature

end. Later still, things hot up as bombs, transporters and dolls conspire against you. Smooth scrolling, simple graphics, this one requires planning to complete successfully.

SPECIALS

Original works that are simply unclassifiable feature in this section.

ATF

Digital Integration ● C64
£8.95cs £12.95dk ●
Amstrad £8.95cs
£12.95dk ● Spectrum
£8.95cs £13.95dk

Excellent combat/flight simulator that's a bit of a change for Digital Integration, the simulation specialist. The emphasis is on solid action, the result being a sure-fire hit.

★ ACE RATED 956 - SPECTRUM

DARK SIDE

Incentive ● C64 £9.95cs
£14.95dk ● Amstrad
£9.95cs £14.95dk ● Spectrum
£9.95cs £14.95dk

The second game using the Freescape programming system, which sets more of an arcade challenge. The 3-D graphics are again superb as are the tasks and puzzles.

★ ACE RATED 915 - AMSTRAD

ELITE

Firebird ● C64 £14.95cs
£17.95dk ● Amstrad
£12.95cs £14.95dk ●
Spectrum £14.95cs ●
BBC £13.95cs £14.95dk
(available from Superior
software)

Still the best space trading game, Elite set a standard for other companies to follow. One of the first space games to use vector graphics, it's a shooting and trading effort set across several galaxies, with plenty of variety to the game play. You can trade legal goods in (relatively) safe systems, or run the gauntlet of pirates in the galaxies' danger spots with your hold full of contraband. Either way there's a nice line in zero-G dogfighting, and as big a task as

you'll find anywhere.

★ ACE CLASSIC

INCREDIBLE SHRINKING SPHERE

Electric Dreams ● C64
£8.99cs £14.99dk ●
Amstrad £9.99cs
£14.99dk ● Spectrum
£9.99cs £14.99dk ● Atari
ST £19.99dk ● Amiga
£24.99dk

A manic maze world where mass, size and inertia combine to provide wicked gameplay. Tricky puzzles and endless nasty obstacles will have you rolling around in delight.

★ ACE RATED 923 - C64

MAGNETRON-

Firebird ● C64 £8.95cs
£12.95dk ● Spectrum
£8.95cs £12.95dk

Puzzles and action Steve Turner style. Save the world by dismantling eight satellites. Steal parts from enemy droids to upgrade your own droid and hopefully make your job a little easier. The ideal game for Quazatron fans looking for a similar, new challenge.

★ ACE RATED 904 - SPECTRUM

QUEDEX

Thalamus ● C64 £9.95cs
£14.95dk

In this impressively challenging game you must steer a metallic ball through ten different screens of mazes, bonuses and obstacles, all within a set time limit. This simple game concept has a host of added features to make it particularly pleasing: you can carry over unused time to the next screen, for example, and tackle the different screens or

'planes' in any order you wish. Excellent graphics and utterly absorbing play.

★ ACE RATED 934 - C64

SPINDIZZY

Electric Dreams ● C64
£9.95cs £14.95dk ●
Spectrum £9.95cs ●
Amstrad £9.95cs £14.95
Disk

Tremendous stuff; steer your spinning top over tough obstacles and collect jewels, against a fiendish time limit. The game landscape is a vast system of catwalks, ramps, towers and trampolines surrounded by lethal drops - and NO safety rails. Floor switches activate lifts and bridge traps, but tripping them in the right order can be harder than it looks. A few bad guys and a lot of nice touches, but the explorations the thing.

★ ACE CLASSIC

STARGLIDER II

Rainbird ● Atari ST
£24.95dk ● Amiga
£24.99dk

One of the finest examples of a game using vector graphics to their full advantage, gets the solid 3D treatment and comes out looking every bit a winner. You've got a large task to complete and there's plenty of Egron's to destroy, making this combination of blasting and exploration that stands head above the competition.

★ ACE RATED 927 - ST

TAU CETI/ACADEMY

CRL ● C64 £9.95cs
£14.95dk ● Amstrad
£9.95cs £14.95dk ●
Spectrum £9.95cs ● Atari
ST £19.99dk ● Amiga
£19.95

Flight simulator/shoot 'em up and its sequel which are both incredibly smooth and well put together. The attention to detail is impeccable as you set off on hair-raising missions as a space cadet. In

WARNING!

Games can damage your health. ACE recently handed a copy of *Ultima V* (see the RPG section on the next page) to a member of a leading City institution who 'never played games.' The gentleman, unfortunately, had a PC at home.

When we attempted to contact the man the next day, we were told he was 'off sick'. He remained on the sick list for three weeks.

At the end of the three weeks, ACE received a complete guide to...*Ultima V*...

Academy you get to design your own space skimmer craft as well.

★ ACE CLASSIC

TOTAL ECLIPSE

Incentive ● C64 £9.95cs
£12.95dk ● Amstrad
£9.95cs £12.95dk ●
Spectrum £9.95cs
£14.95dk

The third game using the Freescape system is a bit of a departure from the first two, but it's still an incredible game. In total eclipse you're battling against time back in the 1930's trying to prevent the moon exploding. For arcade adventurers who love puzzles, the Freescape system is a godsend.

★ ACE RATED 907 - AMSTRAD

WIZBALL

OCEAN ● C64 £8.95cs
£14.95dk ● Amstrad
£8.95cs £12.95dk ●
Spectrum £8.95cs
£14.95dk

Become Wizball and conquer the 'colour creatures' which are intent on eliminating the spectrum and rendering the landscape grey and drab. One of the most playable games around, despite the simple scenario.

ACE Classic

'Ere, You!!

Did you fill in the questionnaire on page 86??
£££ of software can be won by those who tell us their deepest, darkest secrets...

RPG

Role-playing games have exerted an enormous influence on modern game-styles. They combine the atmosphere of text adventures with the action of arcade games and the brain exercise of strategy – but their graphical presentation tends to be weaker than other game genres. Gameplay centres around developing characters by raising their experience and skill levels in conflict with other, computer-controlled nasties. All that – and a quest too....

THE BARD'S TALE II

Electronic Arts, C64
£16.95, Amiga £24.95dk

The highly successful predecessor to *Bards Tale III*. BT II has the advantage of being slightly easier to advance. The Amiga version features some very nice sampled monk chants when you enter a temple and excellently coloured graphics. And of course, you can update your favourite characters, their attributes and equipment for use in BT III.

★ ACE RATED 920

THE BARD'S TALE III

Electronic Arts ● C64
£14.95dk

The latest *Bard's Tale* game offers a number of refinements over its predecessors (all of which are still well worth taking a good look at). First, the graphics are better animated. Second, there are ranged combat routines which take careful account of the distance between you and your opponents. Finally, the game's large and represents excellent value for money.

★ ACE RATED 920

BATTLETECH

Infocom, PC £29.95, ST

Battletech features some incredible cartoon sequences, arcade style action, role play and strategy. In short a com-

plete, full game. A brilliant RPG purchase even though it missed out on an Ace rating.

★ ACE RATED 801

DUNGEON MASTER

Electronic Arts ● C64
£14.95dk

Quoted as being a "milestone in Advanced Computer Entertainment", *Dungeon Master* offers 14 levels, loads of spells, atmospheric graphics and sound. All going to make *Dungeon Master* one of the best roleplaying adventures to have appeared on any machine.

★ ACE RATED 949

POOL OF RADIANCE

US GOLD /SSI
● C64 £14.99dk

SSI were very brave to attempt to capture the complex concept of the AD&D system on a computer, but they managed superbly. An RPG-influenced game that will appeal to not only AD&D fans but to anyone looking for an enthralling game that will keep them playing for months.

★ ACE RATED 921

ULTIMA V

Origin Systems/Microprose
● C64 £24.95dk ● PC £29.95 ● ST/Amiga to be announced

Astonishing level of detail in this role-playing influ-

enced epic. Travel round Britannia trashing the opposition and learning the magical, tactical, and geographical secrets that will enable you to defeat the forces of evil far underground. Superb

romp, great lasting interest, and tough challenges galore.

★ ACE RATED 928

WASTELAND

Electronic Arts ● C64
£14.95dk

BRAIN GAMES

Fed up with mindless blasting? Want a game that offers you an opponent who's worthy of your skills? Then this is your section...

CHESS MASTER 2000

Electronic Arts ● C64
£9.95cs £14.95dk ●
Amiga £24.95dk ● Atari
ST £24.95dk ● IBM PC
£24.95dk

Strongest chess game on the Amiga, with excellent graphics, 2D or 3D viewpoint, 12 levels of difficulty and all the playing options you could wish for. Plus some fairly nifty speech synthesis.

★ ACE CLASSIC

COLOSSUS CHESS 4

CDS ● C64 £9.95cs
£14.95dk ● Amstrad
£9.95cs £14.95dk ●
Spectrum £9.95

Best bet for 8-bit machine owners, with a choice of 2D or 3D view, umpteen levels of difficulty, and a

myriad options which enable you to play, watch, work out chess problems, etc against a fine computer opponent.

★ ACE CLASSIC

COLOSSUS MAH JONG

CDS ● C64 £9.99cs
£14.99dk ● Amstrad
£9.99cs £14.99dk

Rummy-like oriental game of strategy and chance. A tutor program and a short manual make this an easy to use and highly entertaining piece of software for veterans and novices alike..

★ ACE RATED 937 - C64

INFOGRAVES' BRIDGE

Infogrames ● Amstrad
£12.95cs £15.95dk ●
MSX £12.95

Charge around irradiated USA whopping mutant bunnies and biker scum in this role-playing epic. The atmosphere may not be as good as the *Bard's Tale* series of games, but

the extra dimension of strategy leaves the cut, slash and spell scenario of the *BT* series way behind.

★ ACE RATED 921

Graphically the best of all contract bridge simulations, with large playing cards depicted against a suitably green baize background. Plays a good game (for a computer, which after all is a bit short in the imagination and flair department), and features a wide range of options and bidding conventions which you can toggle of according to your style.

★ ACE CLASSIC

POWERPLAY

Arcana ● C64 £8.95cs
£14.95dk ● Amstrad
£8.95cs £14.95dk ●
Amiga £19.95dk ● Atari
ST £19.95dk

If you want to try out your general knowledge, we reckon you'd be better off with this original and challenging combination of

strategy game and quiz than with the admittedly monster selling Trivial Pursuits. Powerplay is graphically very pretty in its setting on Mount Olympus, home of the Gods.

★ ACE RATED 935 - Amiga

SCRABBLE

Leisure Genius ● C64
£12.95cs £14.95dk ●
Amstrad £9.95cs £14.95
● IBM PC £24.95dk

The hugely popular word game translated very successfully onto the micro. Fast, excellent display, and a suprisingly large vocabulary (even if it does include some strange looking words on some occasions). Good enough to give even strong human opponents a tough game at the higher levels.

★ ACE CLASSIC

WAR GAMES

Fancy yourself as a master of grand strategy, marshalling hordes of troops and sending them off to do battle on your behalf? Look no further than the ACE war games section...

ARNHEM

CCS, Spectrum £8.95cs,
Amstrad £9.95cs, C64
£9.95cs

One of the oldest quality wargames featured in the section, Arnham was easily the best in the field. It has all the expected atmosphere, five separate scenarios and one of the toughest computer opponents you could ever wait to meet. A thoroughly absorbing wargame which can be classed as one of the old masters.

★ ACE RATED 910

CONFLICT EUROPE

Mirrorsoft, ST 24.99,
Amiga £24.99, PC TBA

The 16 bit progression of Theatre Europe. Lots of extra graphical and sound effects. The computer controlled intelligence was marginally sophisticated but still enough to give a challenging game. The correct balance between strategy and excitement throughout. Great for beginners and intermediate players.

★ ACE RATED 882

THEATRE EUROPE

PSS, Spectrum £9.95cs,
C64 £0.95cs £14.95dk,
Amstrad £9.95cs
£14.95dk

The perfect game for 8 bit owners who go green with envy when they look at Conflict Europe. Theatre Europe is the forerunner to the excellent 16 bit game. The graphics and overall play are not as sophisticated, but on the whole it still is one heck of a game.

★ ACE RATED 915

UMS

Rainbird, ST £24.95, PC
£24.95, Macintosh
£34.95, Amiga £24.95

Probably the greatest war game to date. UMS' unique 3D systems enables the creation of almost any battle in history. As well as a very sophisticated computer opponents yet. On top of this are add on scenarios and a very neat construction kit to keep you going for even longer. An essential purchase

★ ACE RATED 907

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CONSOLE WARS

Console war is about to break out in the high street with the Sega, Nintendo and Konix all jockeying for shelf space in the run up to Christmas. The PC Engine (and the PC Engine Plus – see pages 27-30) will also be available in certain specialist shops. Next year will herald the arrival of the Sega Mega Drive and portable consoles like the Game Boy and Atari Lynx. All machines sport a library of impressive games. Here is ACE's Top Five for each system.

NINTENDO

SUPER MARIO BROS

The undisputed king of cutesy platform-style arcade adventures. Many a game fan bought their Nintendo just to be able to play *Super Mario Bros* – which is packed free with the console. It looks dead simple as Princess Daisy pleads "Save me Mario, save me" at the beginning. But simple it certainly is not – with eight levels, each containing four separate worlds to be explored. The game is crammed with secret levels, 'warps' and hidden treats such that you never tire of playing it.

ACE Rating 955

SUPER MARIO BROS II

Takes the same story line as the first game – Princess Daisy is in trouble again and it's Mario to the rescue. The game play is entirely different. You have to collect things as you travel – 'vials' will enable you to open the doors to the secret levels and coins are useful at the end of the game as you can use them to play the slot

machines. This time Mario can protect himself by picking up objects and lobbing them at his enemies. Excellent fun, particularly when Mario confronts the giant frog at the end of the game.

ACE Rating 910

MIKE TYSON'S PUNCH OUT

Bashes the proverbial s@*t out of any other home boxing game on any other console or computer. Proof that even if Nintendo's hardware may be technologically naff, they can still squeeze an excellent game onto a cartridge. You face six opponents before coming up against Tyson. All of the punches, ducking and diving are extremely responsive. There are also lots of humorous touches.

ACE Rating 920

GRADIUS

The best shoot 'em-up currently available on PAL. There are others going through but this one is by far the best of the current range. Based on the 1987 coin-up with lots of power ups and progressive difficulty levels. Very small targets require accurate shooting and precise flight control. Extremely unput-downable shoot 'em-up.

ACE Rating 890

LEGEND OF ZELDA

Golden cartridge and a massive manual sort of make up for the hefty £40 price tag on this game. The control pad enables you to travel the extensive land and make icon-selections to take part in this role-playing epic. Proof that consoles can be just as good at role-playing games as they are for arcade entertainment.

ACE Rating 905

PC ENGINE

R-TYPE I/II

Slightly annoying that you have to purchase two cards to get all eight levels. They do provide excellent entertainment once you get them up and running on your Engine. Identical to the Irem coin-op in every detail. Some R-Type officindos actually prefer the Engine version to the arcade. Do battle with the evil Bydo Empire. Some of the best thought out power-ups and end level nasties ever to appear on this type of game. Arguably the best coin-op conversion ever seen on a home system.

ACE Rating 940

WORLD TENNIS

World Tennis is the PC Engine at its sporting best. To get maximum enjoyment out of the game you need a four player joystick adaptor. Get this, and four of you can enjoy a game of doubles. The game has everything – superb graphics, top spin, drop shots, volleys and totally convincing 3D screen separation. As if that were not enough, an arcade adventure is also thrown in for good measure.

ACE Rating 935

MR HELI

This 1988 Irem coin-op is another near perfect conversion on the PC Engine. Pilot your cartoon-style chopper through the devilishly complex cavern – destroying enemy bases and collecting fuel capsules. A superlative conversion.

ACE Rating 890

GUNHED

For prettiness, speed and sheer blasting entertainment Gunhed is probably

the best shoot 'em-up for the Engine. The objective is to destroy eight space fortresses in a vertically scrolling landscape. The metallic ships, alien laser flak and power ups are a visual delight.

ACE Rating 900

FINAL LAP

A superlative Namco racing game. A split screen presentation is selectable for a two player head to head, up to sixteen Grand Prix circuits can be chosen from (many of them famous tracks), and there are twenty six other cars to be lapped as you attempt to get into pole position.

ACE Rating 940

SEGA MASTER

WORLD SOCCER

Until *Kick Off* came along for the ST and Amiga this was the ACE fave soccer game. It has superb playability due to the accuracy of the player control of the ball, passing and shooting. It even has a penalty shoot out option for drawn cups ties.

ACE Rating 910

YS

A huge scrolling world has to be explored, characters can be questioned, goods can be purchased in medieval villages, and a good deal of role-playing depth is packed into the game.

ACE Rating 920

WONDER BOY III

The Wonder Boy series was Sega's answer to cutesy Taito coin-op hits like *Bubble Bobble* and *New Zealand Story*. WB has been turned into a

Dragon and must find Salamander Sword to turn himself back into a Wonder Boy. Platform, shoot 'em up of the highest order.

ACE Rating 915

R-TYPE

An excellent stab at converting this classic Irem shoot 'em up. All of the levels are there, even the giant green space ship on level three – albeit a bit glitchy. Highly recommended.

ACE Rating 900

CALIFORNIA GAMES

The classic Epyx laid-back sports simulation. Surfing, BMX'ing, hack sacking, skate boarding and roller skating. Superb graphics on the Sega – and bags of fun. Our fave is the surfing level, but they are all excellent.

ACE Rating 930

SEGA MEGADRIE

THUNDER-FORCE

Of the few Mega Drive games to turn up in the import shops, *Thunderforce* is the one that proves that the PC Engine will have some serious competition from this machine in 1990. It scrolls in eight directions on certain levels – with excellent power-ups that spray flak like a fire work display all over the screen. You have to play it loud – like a Megadeath album – as the sound chip in the Mega Drive has to be heard to be believed.

ACE Rating 930

ALTERED BEAST

The Sega coin-op with the famous rolling eyes on the

title screen has never played better on any home system. The sprites are so huge, colourful and detailed that you can almost feel every punch and kick as you battle through the levels.

ACE Rating 940

SPACE HARRIER II

There are 12 levels of action to blast your way through the Mega Drive conversion of the classic Sega shoot 'em-up. Your hero takes to the skies with a jet pack on his back and bazooka slung across his arm. The 3D scrolling terrain, with its chequered floor and horizon that appears deep in the screen make for a 3D sensation rarely achieved on a home game.

ACE Rating 930

GHOULS'N'GH OSTS

The sequel to *Ghosts 'n' Goblins* has not long been in the arcades but already the Mega Drive conversion is ready. It looks indistinguishable from the arcade original as you fight your way through its five levels, in a quest to rescue the princess.

ACE Rating 895

SUPER THUNDERBLADE

Captures for the first time all of the speed and enjoyment of the arcade original as you take to the skies in your attack chopper. Once again – play it loud.

Ace Rating 880

PRICES

Prices for console software range between £15 and £40, with imported titles varying from shop to shop. Full console pricing details next month...

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BUGGY BONANZA

To help celebrate the launch of its *Drivin' Force* racing-sim, unpretentious games developer Digital Magic Software is generously giving away TEN Buggy kit cars to ACE readers...

Drivin' Force is one of the many racing-sims vying for pole-position in the Christmas games race, so to make it stand out from the crowd Digital Magic Software has some unique features, including the ability to drive a truck, formula one car, bike, car,

buggy and even a jet-ski. *Drivin' Force* uses a new graphic animation technique to give it an arcade feel - in terms of both appearance and speed - which DMS hopes to utilise in its future releases. *Drivin' Force* will be on sale next month for ST (£19.95) and Amiga (£24.95). In the meantime, here's your chance to play around with a nifty little piece of buggy kit, courtesy of the guys at DMS...

To win a Dandy

Dash buggy kit car from Nikko, all you have to do is find SIX special words (three relate to Digital Magic Software, the other three are vehicles found in *Drivin' Force*) hidden in the word grid below.

Write down the six words on the back of a postcard (including your full name and address) and send it to: BUGGY BONANZA, ACE, Priory Court, 30-32 Farringdon Lane, LONDON EC1R 3AU. Entries must be with us by 2nd November.

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TAKE IT IN 'YER STRIDE

Good old US Gold is flushed with the success of its latest chartbusting Capcom coin-op conversion, *Strider*. In fact, USG is so pleased with the favourable response to *Strider* that it is giving away TEN free

Strider T-shirts and TEN free *Strider* posters...

Available across all major formats, the 910-rated *Strider* (see review in last month's ACE, page 47) is the latest, and possibly the best, Capcom coin-op con-

version ever - and that's quite a feat considering some of Capcom's previous gaming blockbusters like *Commando*, *Ghosts'n'Goblins* and *Forgotten Worlds*.

So what could be better

than being seen around town wearing your very own *Strider* T-shirt, or what about inviting a few friends round for drink, chat and a glimpse of your new *Strider* poster decorating the wall (and hiding the damp patch)? Here's all you have to do to make your dreams come true...

THE COMPETITION

Just answer the three easy questions below, and include a gameplaying tip on your favourite US Gold game (for instance, what's the easiest way to complete *California Games*, or have you found a hidden cheat mode in *Indiana Jones and The Last Crusade*?):

Which of the following games is not a Capcom coin-op?

- (a) Commando (b) Ghosts'n'Goblins (c) Terminator

2. Who produced the *Forgotten World's* coin-op?

- (a) Capgold (b) Capcom (c) US Com-cap

3. Where does Capcom come from?

- (a) Japan (b) Southend-on-Sea (c) Florida

Send your answers on a postcard to:

TAKE IT IN 'YER STRIDE, ACE, Priory Court, 30-32 Farringdon Lane, LONDON EC1R 3AU.

Don't forget to include your full name, address and that US Gold gameplaying tip. Entries must reach us by 2nd November.

ABSOLUTELY FOOTBALL CRAZY!

If the football season just isn't exciting enough for you (know what we mean Spurs supporters?) you may be able to lift your soccer blues with the latest release from fledgling software games company, Impressions. *Super-League Soccer* is a "totally new generation" of football management simulations combining the very best features of old generation footie management sims with a wealth of stunning new fea-

tures, including full player control and a vast array of player details. *Super-League Soccer* is available now for Spectrum/C64 (£9.99 cassette) and ST/Amiga (£24.99 disk).

But enough of this free Impressions publicity, what's in it for you? Well, just to get you in the soccer mood, Impressions is giving away TEN free Subbuteo kits (complete with green table cloth and goalies with

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SHOW'S LAST STAND

If you are reading you this at the PC Show- taking a quick coffee break, pint break, or stale, plastic-clad sandwich break, and feeling completely knackered and wondering why you bothered in the first place then worry no more. This is likely to be the last PC Show you will have to attend.

The show organisers - Montbuild are not running a PC Show next year and V.N.U (publishers of Personal Computer World magazine) do not have access to either Earls Court or Olympia next September - the month in which the show is traditionally held.

But just in case this news might make you go home happy I am sad to have to inform you that there are plans afoot - as you sup, chomp, and wonder how you are going to get home to stage the event again next year.

EMAP International Exhibition - (part of the same company that owns ACE) plan to step in with a rescue bid. Informed sources suggest that EMAP are prepared to stump up a whopping £350,000 to spend on advertising for a new games only show. The working title for the new show is "The European Computer Leisure Show".

If EMAP can pull the show off it will be a considerable achievement as only two years ago they ended up with huge omelettes on their faces after a

disasterous attempt to sell an alternative show at Ally Pally - in North London.

The new PC show - as EMAP are billing it, is believed to have the backing of a national newspaper group. EMAP sources will not confirm which newspaper group - though it is unlikely to be the Mirror Group.

MAXWELL CLOSES MICRODEALER

The long established Microdealer distributor has ceased trading as of the week before the PC Show.

The Maxwell owned distributor was one of the longest established firms in the computer games industry and the shock waves of their closure are only just becoming known.

Tongues have been wagging throughout the PC Show of the effect the closure will have on Mirrosoft - publishers of Spectrum Holobyte, Image Works, and Cinemaware games.

The Maxwell Group have already disposed of a number of companies in order to fund a £3 billion expansion plan.

16 BIT GAMES FOR LESS THAN A FIVER

Three industry worthies last week caused a stir by appear-

ing naked in an advertisement in the computer games business trade journal (Computer Trade Weekly) to advertise a new range of budget software for under a fiver.

The label is to be called 16 Blitz (I bet you didn't know that that was what they were going the call The One

magazine, did you?) and will have some darned impressive re-releases in its list of offerings. Watch out for Tetris, and Spy II amongst a host of others.

EPYX CONSOLE THEMSELVES AFTER MASSIVE JOB CUTS

The one time leading Californian software house - Epyx - have layed off fifty staff and announced that they will cease publishing computer games. The company will now concentrate on developing games for other publishers - particularly Nintendo titles, and on the development of the Atari Lynx

hand held, originally an Epyx design.

Meanwhile the latest trade gossip from the US suggests that the Nintendo Game Boy is streaking ahead of the Lynx in the popularity league - with both trade and punter alike.

EUROPEAN COMPUTER ZOO

Former UK boss of Microdealer, Stuart Bell, has quit the company to set up his own computer games company - interestingly named European Computer Zoo. The rumour mill has it that Bell will be taking with him certain key staff at Microprose.

Bell claims that the company have ten new games ready

to publish.

Microprose have yet to announced a replacement to head up their five-label, Tetbury-based games company. (Labels include Micro Status, Microstyle, Microprose, Firebird, and Rainbird - at the last count)

BILLY THE FISH IS FULL OF WIND

Amongst a deluge of new Viz Comic merchandise is the Billy the Fish inflatable. A definite must for any trendy lager lout on the terraces this Winter. If Billy the Fish is not to your taste you might like to put the following items on your Christ-

mas list Viz Book of Crap Jokes, Fat Slags T Shirt, Viz 1990 Callendar, Johnny Fart-pants Boxer Shorts, and Sid The Sexist Condoms. The next edition of Viz Comic will be on sale in mid-October.

WINNING STREAK!

Mad Surgeon Competition

Judging by the large number of entries for our Mad Surgeon Compo, Ace readers are a pretty blood-thirsty bunch who obviously can't wait to start hacking away with the trusty

scalpel. The five lucky would-be Dr.Kildare's, who each win a copy of Software Toolwork's *Life & Death* game are: J.P.Rutherford of Sarf London, S.France of Guernsey, S.Lodge of West Yorkshire, R.Harathalu of Scotland,

and Kerry Robertson of Lincolnshire.

Your games are winging their way to you even now. Good luck with med. school. Oh, and try not to make too much of a mess on the carpet...



Lifetime Drive Compo

It's quite amazing just what you can do with a publicity shot if you try hard. Here's what the five lucky winners of MGT's Lifetime Drives made of this one.

"Well Miles, I knew it was a mistake to sell our disc drive through "Liberty's" — N.Tyrrell, London.

"And all because the lady loves Software Centres" — Steve Wood, Wolverhampton.

"And all because the lady loves... other ladies dressed as men" — Jason Forster, Heywood.

"When they said I'd won a Lifetime Drive I instantly thought of a Red Convertible and a long road" — Chris Cole, Plymouth.

"Can I put my floppy into your Lifetime Drive Port?" "Not until I've seen the result of your RAM test." — W.Hill, Deal.

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Dragon Spirit	13.99
Emperor O.T. Mines	18.99
Gemini Wing	13.99
Gin & Cribbage	24.99
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Infestation	18.50
Iron Tracker	14.50
Ivanhoe	18.99
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Laser Squad	13.95
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Never Mind	13.95
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Risk	13.95
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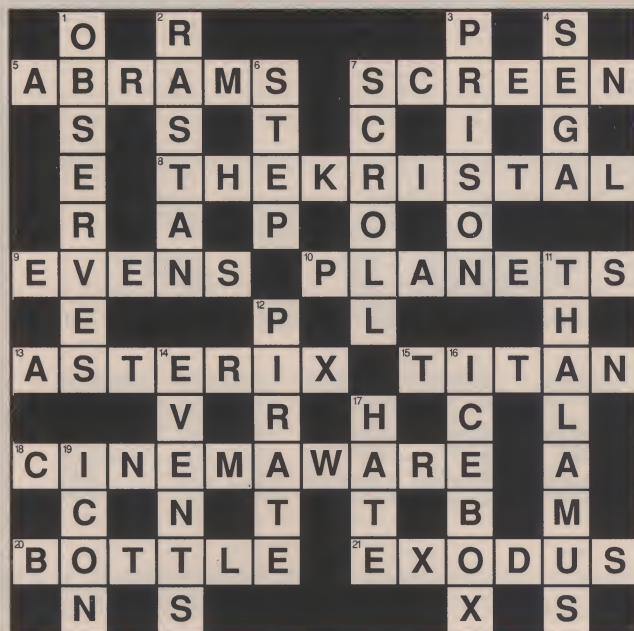
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CROSSWORD 17



CROSSWORD CRAZY

You might have noticed that Crossword Solutions in recent issues have been, well, lacking really. Sorry! We've been so busy here at ACE since our move to EMAP that some compo results have got a little behind. But, as you can see we are celebrating November with a grand catch up. So here goes with the solutions and winners for crosswords 15, 16, and 17.

Crossword 15

ACROSS. 5. ICONS 7. NEBULUS 9. TREE 10. RENEGADE
11. ROBTEK 14. SUMMIT 17. PACMANIA 18. STEP 19. TRANTOR
20. TENON

DOWN. 1. ENTERTAINMENT 2. BEANO 3. DUNGEON MASTER
4. MUDDY 6. CURSOR 8. BRAKE 12. ASIAN 13. GI HERO 15. BAIRD
16. ANTON

The winner is Bradley Howe from Harlington, Middlesex.

Crossword 16 (A)

ACROSS. 5. HYSTERIA 7. ATOM 8. METRE 9. EDUCATE 10. MAELSTROM
11. I LUDICRUS 14. EPISODE 15. AMIGA 17. MEAN
18. EXTENSOR

DOWN. 1. BYTE 2. RAIDER 3. CAPCOM 4. HOSTAGES
10. MELAPLEX 11. INSANE 12. UNDIES 13. ROMAN

The winner is Steve Wood of Wolverhampton.

Crossword 16 (B)

ACROSS. 6. VROOM 7. TYPHOON 8. OCEAN 9. FERRARI 11. BLOOD
MONEY 13. VERMINATOR 16. PREDICT 17. RAMBO 18. DETOURS
19. TITUS

DOWN. 1. DRACULA 2. MONACO 3. CYBERNOIDS 4. CHERRY
5. COBRA 10. SMART CARD 12. MOEBIUS 13. VIDEOS 14. ARABIC
15. ORDER

All these winners will shortly be receiving a cheque for £25 which they can rush out and blow away on their favourite piece of software.

PRIZE PUZZLES

Now that we've cleared the backlog of Crosswords, here are a few outstanding prize puzzle solutions.

Puzzle 16

Answer:

```

4 2 3
5 1 1
2 1 1 5
4 2 3
4 2 3
2 1 6 1 5 3

```

Solution:

The problem is to find two three-digit numbers which have a product in which the second digit is a '1'. Further, all digits used, including those in the three subtotals, must consist of only digits from 1 to 6 inclusive (i.e. those numbers which can be represented by the dots on a standard dice).

For the purposes of the problem the subroutine at line 1000 tests a given variable (Z\$) to determine if it contains digits other than those permitted. The subroutine returns a variable FLAG which has a value of zero if the string under test contains only the digits 1 to 6. A value of 1 indicates that the test has failed.

The initial variables are generated by the two loops A and B. Each is tested by the subroutine and line 140 also checks that the product will have six digits, as required by the puzzle. Once a possible pair of numbers has been found the three sub-totals are calculated (C\$, D\$, and E\$ at lines 170 to 230). Each of these is also tested by the subroutine in turn. Should any value fail then the next value of B is taken. Finally, the product is tested, first by the subroutine and secondly to check that the second digit is a '1'. Line 290 then prints out the values which pass all of these tests.

```

100 FOR A=111 TO 666:A$=STR$(A)
110 Z$=A$:GOSUB 1000
120 IF FLAG=1 THEN 310
130 FOR B=111 TO 666:B$=STR$(B)
140 IF A*B<111111 THEN 300
150 Z$=B$:GOSUB 1000
160 IF FLAG=1 THEN 300
170 V=VAL(MID$(B$,2,1)):D$=STR$(A*V)
180 Z$=C$:GOSUB 1000
190 IF FLAG=1 THEN 300
200 V=VAL(MID$(B$,2,1)):D$=STR$(A*V)
210 Z$=D$:GOSUB 1000
220 IF FLAG=1 THEN 300
230 V=VAL(MID$(B$,3,1)):E$=STR$(A*V)
240 Z$=E$:GOSUB 1000
250 IF FLAG=1 THEN 300
260 F$=STR$(A*B)
270 Z$=F$:GOSUB 1000
280 IF FLAG=1 THEN 300
290 IF MID$(F$,2,1)="1" THEN PRINT
    A$;" "B$;" "F$
300 NEXT B
310 NEXT A
320 END
1000 FLAG$=""
1010 Z=INSTR(Z$,"0")
1020 IF Z<>0 THEN FLAG=1:GOTO 1090
1030 Z=INSTR(Z$,"7")
1040 IF Z<>0 THEN FLAG=1:GOTO 1090
1050 Z=INSTR(Z$,"8")
1060 IF Z<>0 THEN FLAG=1:GOTO 1090
1070 Z=INSTR(Z$,"9")
1080 IF Z<>0 THEN FLAG=1:GOTO 1090
1090 RETURN

```

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CD ROM EXTRAVAGANZA

And now, the moment you've all been waiting for — the results of our grand CD ROM giveaway. We had a laugh a minute weekend reading all of your entries, and went through agony trying to make a decision. But here it is: The lucky winner of a Commodore PC 10 with Hitachi CDR 1503S and a copy of the CD Defender of the Crown, is T.Hartley of Yoevil, Somerset.

Twenty runners-up, who all receive copies of Cinemaware's latest blockbuster, *Lords of the Rising Sun* are: Jason Burgwin, Walsall; Gordon Hayes, Pontyclun; Richard Taylor, Bradford; Dave Mills, Birmingham; Matthew Treadwell, Chertsey; Iain McGregor, Ayr; Rick Cary, Llandysul; G.Hurd, Isle of Man; David Gray, Southall; Peter Wognum, Billericay; Simon Coillis, Beverley; John Hegarty, Hounslow; Andrew J. Reader, Maidstone; R.J.East, Oxford; Craig Wheeler,

Here for your delight and delectation is the winning entry:

"I couldn't wait to get home and load my latest Cinemaware CD ROM game, and I wasn't disappointed! It was the latest licensing deal: 'Dallas — The Computer Game.' I controlled the hero, Bobby, as he raced to the rescue of his wife Pam. She was in the clutches of an evil plastic surgeon, intent on changing her into someone completely different. This horizontally scrolling shoot-em-up had plenty of baddies to contend with — runaway cars, gun-toting, double-crossed oilmen and a sickly kid who could cause suffocation by clinging on tightly round the throat and lisping 'I lurve you Daa-dee'. But what I liked best was that it was impossible to die. Every time I lost a life, I found myself back in the shower. It was almost like a dream."

Tavistock; S.E.Button, Bristol; Stephen Parsons, Wool; Neil Luck-

man, Birmingham; Ian Wang, Lightwater; and A.Bogue, Stourport.

SPANISH FLY

Jetting off with a friend for this years Spanish Grand Prix is Gregory Alexander of North London, who correctly named five Accolade games in our Spain Com-

petition. Congratulations to Alexander, and congratulations to the rest of you who'll just have to watch it on the telly...

FUN, FAME, AND FERRARIS

Winner of our System 3 competition is C. Ambidge of Maidenhead. This lucky person receives a free ride in one of the Ferraris belonging to System 3's Mark Cale, as well as a VIP meal, and other goodies. There is just

one catch: we need a full report on the Editor's desk by next Monday! Oh alright, you can have a little longer then...

The winner is: A.J. Kidsley of Taunton, Somerset.

PUZZLE 17

Oh dear, puzzle 17 seems to have got lost somewhere along the line. No prizes

for spotting that there wasn't one!

PUZZLE 18

Answer: Apart from the example given ($15 \times 93 = 1395$) there are six other ways to do the same trick:

$$\begin{aligned} 21 \times 60 &= 1260 \\ 21 \times 87 &= 1827 \\ 27 \times 81 &= 2187 \\ 30 \times 51 &= 1530 \\ 35 \times 41 &= 1435 \\ \text{and } 80 \times 86 &= 6880 \end{aligned}$$

Solution: The problem involves finding all possible combinations of two two-digit numbers, the product of which in each case comprises of the same digits. In the listing the two initial values are held by the two loops A and B. To avoid duplication of answers the value of B is always the greater of the two. The product of these two numbers is calculated (line 120) and this value and the values of A and B are converted to string variables.

To determine if the product consists of the same digits as its generating values a simple technique is used. First, the strings AS and BS are combined into a single string ZS and this is passed to the subroutine at Lines 1000 to 1060. The purpose of the subroutine is to re-arrange the contents of the string ZS into numerical order (actually determined by the ASCII codes of each character in the string). This is done by using a modified 'bubble-sort' in which each character in the string is compared with the next character along (line 1010). If these two characters are out of order line 1020 transposes them. When this happens a flag (F) is reset to 1 (line 1030). This procedure is repeated along the length of the string until no further switches of characters are made. This is indicated by the flag remaining at its initial value of zero. When this happens the subroutine is terminated.

The 're-order' digits returned from the subroutine are stored in variable CS and the digits of the product are sent to the subroutine (line 1060). If the string so returned is identical with that in CS then the contents of variables A and B are printed out.

```
100 FOR A=10 TO 99:AS=STR$(A)
110 FOR B=A TO 99:BS=STR$(B)
120 P=A*B:PS=STR$(P)
130 IF P<1000 THEN 180
140 ZS=AS+BS:GOSUB 1000
150 CS=ZS
160 ZS=PS:GOSUB 1000
170 IF CS=ZS THEN PRINT A;" ";B
180 NEXT B
190 NEXT A
200 END
1000 F=0:FOR G=1 TO 3
1010 IF
MIDS$(Z$,G,1)<=MIDS$(Z$,G+1,1) THEN
1040
1020 ZS=LEFT$(Z$,G-
1)+MIDS$(Z$,G+1,1)+MIDS$(Z$,G,1)+MID
$(Z$,G+2)
1030 F=1
1040 NEXT G
1050 IF F=1 THEN GOTO 1000
1060 RETURN
```

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PUZZLE

Set by
Archie Medes

Jamie was never much
good at long multiplica-
tion.

'I blame these pocket cal-
culators,' his father was
heard to complain, 'evry-
one gets lazy and relies
on them too much. In my
day we had to use brain
power...'

'Alright, Dad,' replied
Jamie, 'point made! But if
you want to exercise your

little grey cells here's a
long multiplication for you
to try!

Jamie sketched the fol-
lowing skeleton multiplica-
tion sum on a piece of
paper. Adding a few digits
he handed it over.

—2
—3—
—4—
—5—
—6—
—7—
—8—

The next day at work
Jamie's dad was all set to
give up until a colleague
came to the rescue with a
short computer program.
In the sum shown the
dashes represent the
positions of the missing
digits.

Can you complete the
sum?

Please enclose entries on a separate sheet of paper (that includes the sums)

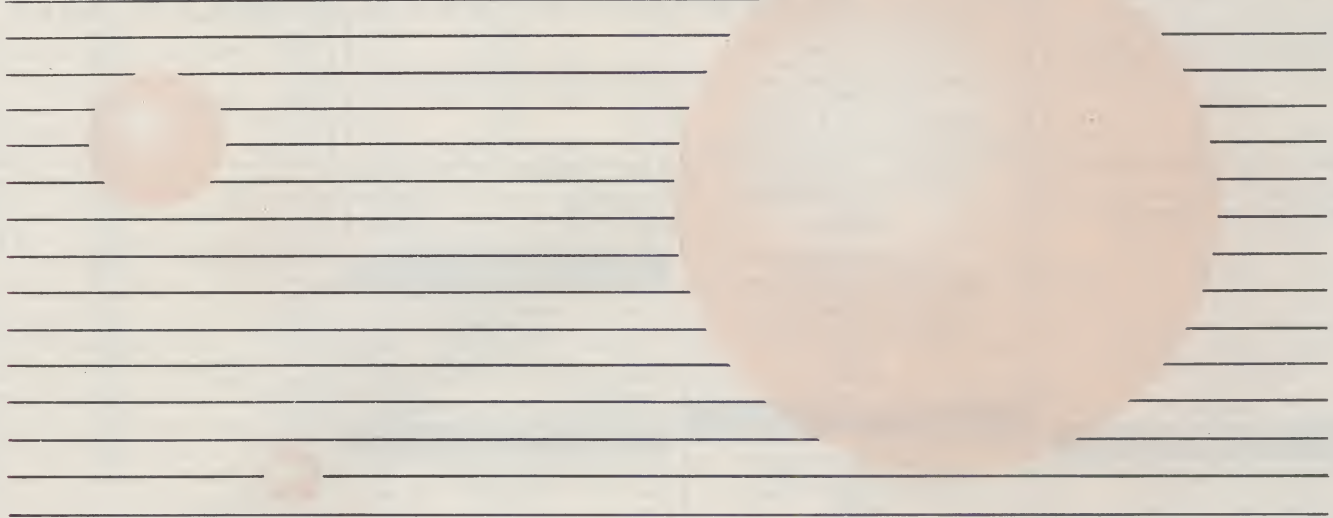
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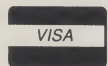
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at his house), please write to me quickly. I am feeling somewhat suicidal at the moment, so I am offering a reward for the first correct reply I receive, and will reply to as many of the others as possible. I need accurate location please! D Cheatham, 81 Waingroves Road, Ripley, Derby. DE5 9TD. Write now! I may be able to help you with other Sega games.

HELP! HELP! For Zillion 2, Kenseiden, Rastan, Altered Beast, Spy vs Spy, F-16 Fighter, Pro Wrestling, Double Dragon, Thunderblade, Transpot, Shino-bi, Wonderboy, Choplifter, Action Fighter, Black Belt. Please state which help you want. More games to be cheated soon. Send an SAE to Tip Ster, 93 Walnut Tree Road, Charlton Village, Shepperton, Middx. TW17 0RP.

Sega Cheats. We can help with many Sega games old and new. Hints, Cheats, maps, tips.

The Ultimate in Sega. The Tipsters, 932 Walnut Tree Road, Charlton Village, Shepperton. TW17 0RP. HELP given on Leisure Suit Larry I and II, Snowball, Shadow Gate, Legend of Sword, Corruption, The Pawn, Pool of Radiance, Panikos the Odosiou, 15B Petrou and Pavlou STR, Kapsalos, Limassol, Cyprus. Write to L S Antouiou, 14 Aristovoulou Street, P5 246 Limoussol, CYPRUS.

Stuck with a game? Need a desperate tip? Maybe even a cheat? Well, no need to fear! Write to: Tippy, 23 Dumbreck Place, Lenzie, Glasgow, Scotland, G66 5Pq. Tippy will try his best answering the problem. Open to all computers and consoles! Don't forget to include your address and also an SAE.

Help offered with: Zork 1, 2, 3 and 0, Beyond Zork, Enchanter, Scoreror, Spellbreaker, Starcross, Deadline, Suspended, Planetfall, Witness, Infidel,

Seastalker, Cutthroats, Suspect, Hitchhikers Guide to the Galaxy, Ballyhoo, Moonmist, Trinity, A Mind Forever Voyaging, Leather Goddesses of Phobos, Hollywood Hinxjinx, Bureau-cracy, Lurking Horror, Stationfall, Plundered Hearts, Shogun, Border Zone, Sherlock, Journey, Battletech. Write to the Grue, 64 County Road, Ormiskirk, West Lancs. L39 1HQ. Enclosing a guaranteed response to all letters with SAE.

HELP! has anyone got the ST Cheats - made for Zenon? I'm suicidal. Also I would appreciate the cheat mode or tips for Prison. I've completed KQI and KQII (with a low score). Please can someone supply a complete solution of Guild of Thieves and the cheat mode for Barbarian (Psynosis). Phone Tom on (060 872) 200 after 4.30pm, or (0608) 677 200 after 5pm. Thanks

Tips wanted for the Amiga version of Personal Night-

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mare. Please write to: Tony Gardner, 29 Robin Hood Way, Clifton Brighthouse, West Yorks. HD6 4LA, or phone Brighthouse 716007.

Need help with solving Manhunter - New York, Dream Zone, Ingrid's Back and Maniac Mansion? I have also completed King's Quest II + III + IV, Police Quest I + II, + 300-400 points on Space Quest III. So, if you can give or need help, write to: Espen O Pedersen, 3624 Lyngdal, Norway.

Is it possible? Over 98 tips, pokes, maps, solutions, even cheat programmes!! For all kinds of games, sorry but this is just small tips (sometimes solutions) out of mags, but well worth it!! (Only ST of Amiga) Just ask for Jeremy Tiptaker on: 01 445+5117, given tips from YOU gratefully accepted! Weekdays after 4pm (except hols)

"ATARI ST user requires help with programing the 68000. All levels of experience welcome and all letters answered. I also wish to hear from any clubes in the Manchester and surrounding areas. IN FACT, I wish to hear from all ST users!! Write to: Marcus Marshall, 23 Rudgwick Drive, Brandlesholme, Bury, Lancs. BL8 1YA.

Help me get a young Pen Pal around 10-15 years old for my Amstrad CPC464 He or she must be new to the computer with around 50 games. Phone Tony after 5pm on 01-944-1398.

For HELP on Dungeon Master, write with SAE to: K Williams, 1 Spring Gardens, Letterston, Mr Haverfordwest, Dyfed, Wales. SA62 5SH.

Help wanted with all aspects of programming basic, machine code, etc., for my Amiga. Also, how to make demos, and help and tips would be gratefully accepted for all Amiga games. If you can help me, please write to: 'Foz Mon', 11 Station Road, Hesketh Bank, Mr Preston,

PR4 GSN, Lancashire. For computer contacts from all over the world with you computer, get in touch with me and I will send you a list. Send details of your computer system together with your name, address and telephone number, and a stamped addressed envelope, as well as a separate first class stamp to: A F Stanley, 1 Merlin Close, Hainault, Ilford, Essex. IG6 3XL.

Atari ST owner needs latest version 'Virus Killer'. I will pay of swap some of my software for it (huge selection of both PD and original). Write to: Rich, 77 Aston Cantlow Road, Wilmcote, Mr Stratford-Upon-Avon, CV37 9XW with any form of help.

Amiga tips, cheats and hints. If you want to know more, send SAE for details to: Julian Smith, 45 Maplecroft Crescent, Sheffield, S9 1DN. I have cheats that cover the following games: Menace, Platoon, Wizball, Hybris, Better Dead than Alien, Elite, Arkanoid (UK Version), Speedball, Eliminator, Rocket Ranger, Roadblasters, Silkworm, Chuckie Egg 2, Gauntlet 2, Powerdrome, Populous, Millennium 2.2, Scorpion, Afterburner, Pacmania, Pacland, Blood Money, Carrier Command, Double Dragon, Nevulus, Thunderblade, Flying Shark, Starglider, Bombuzal, Hostages, Super Hang On, International Karate +, Test Drive 1, Pipeline, Cosmic Pirate, Hoan of Arc, Battletech, Forgotten Worlds, Barbarian (PSYGNOSIS), Vigilante, Denaris, Space Harrier, The Real

Ghostbusters, Cybernoid 2, Fernandez must Die, Cybernoid 1, Empire Strikes Back, Fusion, Sword of Sogan, Ikari Warriors, Daley Thompson, Falcon, Voyager, Defender of the Crown, Goldrunner 1, Pacland, Lombard RAC Rally, Football Director 2, War in Middle Earth, Dragon's Lair, Insanity Fight, Operation Wolf, Last Duel, Xenon and R-Type.

ST Data Recovery. All types of disk recovery attempted, no success, no fee! Phone Greg Shackelford: 01-868-2489.

Write to Steve Hardy, 33 Fir Tree Drive, Wales, Sheffield, S31 8LZ if you want help with the following games (all C=64 unless otherwise stated): Dan Dare, Battle Tech (Amiga), Special Operations, Aliens (English and American version), The Great Escape, Freedom (Amiga), Spooks, Battle of Guadalcanal, Ikari Warriors (Amiga), Dark Empire, Software House, Battlehawks 1942 (Amiga), Arena, Power at Sea, Kampfgruppe (Amiga), Iwo Jima, Lords of Conquest, Uridium (Cheat - no reset switch required!!), Elite (Amiga - Cheat), Johnny Reb 2.

HELP, WANTED a computer with beach synthesiser or speech synthesiser for a blind young man in Sutton. Possibly an Amstrad 464 with colour monitor and games (-RE: Ad in August issue). Phone Sue on: 01-644 5594. Earn £300 in one day. Contact Anthony Steel, 175 Glibe Road, Loughor, Nr Swansea. 100% reply.

OTHER

Would you like a porsche? This is not a dream! You can earn BIG MONEY with your micro! Send SAE for details: Alan Beards, 22 Beaconsview Road, Clase, Swansea. SA6 7HJ.

Earn lots of money, part time, no experience needed. Send SSAE to:

Thomas Burnes, Clayspare, Cliffe, Co.Sligo, EIRE.

C.V.'s? Get them RIGHT! Letter ditto details. SAE to: D Glass, 1 Wellbrae Court, New Elgin Moray. IV30 3EP.

USER GROUPS

Fully Computerised Software Exchange Service. Atari/Amiga. £1 registration. £2.50 swap. SSAE

for form. SES, 29 Naunton Crescent, Cheltenham, Glos. GL53 7BD. Amiga contacts wanted. Phone

Daz on: 0253 593636, after 6pm.

PENPALS

AMIGA: Penpals wanted from all over the world. Guaranteed reply. Write to: Stefan, PLK 011156 D, 2800 Brehem 1, W. Germany.

Amiga contacts wanted, anyone, anywhere. All latest stuff. 100% reply. Write to Tony, 112 Somerset Street, Hesse Road, Hull. HU3 3PH, or phone: 0482 704421. Guaranteed reply within 24 hours.

ST and Amiga contacts wanted, don't delay, write today. Guy Hood, 40 Fernside Avenue, Edinburgh. EG17 7DN.

Amiga contacts wanted all over the world. Write to Johan, Oudebaan 180, Biebeek 3040, Belgium. Guaranteed reply to all! HONEST!

Amiga contacts wanted. Send list to Simon: 28 Carlton View, Leeds 7, West Yorks. LS7 1NS, or phne: (0523) 446995. All welcome.

C64 Owners contact me now!!! For the latest stuff write immediately to: Bob Manasieu, 5 Hoskin Avenue, Kidman Park, South Australia, 5025. Write now!! All letters replied.

C64 contacts wanted to swap latest stuff. Write now for immediate reply to: John Likos, 50 Caroline Drive, Fulham Gardens, South Australia 5024.

Amiga penpals wanted to exchange hints and tips. 100% reply. Write to: Steve, 12 Monet Court, Norwood, Waterford, Ireland.

For an Amstrad computer CPC 6128 penpals want-

ed. Write to: Jonathon Malachi, 8 South Parade, Bedford Park, Chiswick, London, W4. 101% reply. Amiga penpals wanted to exchange hints and tips. 1000% reply!! Write to: Mark, 34 Berwick Crescent, Sidcup, Kent. DA15 8HR.

Amiga contacts wanted, send lists to: Tito and Alex, 6 Old Denny Road, Larbert, Falkirk. FK5 4JE.

PC OWNERS IN THE USA or elsewhere in America. Want penpals?! 100% fast reply. Others also welcome, but answer is not + guaranteed. Write to: Espen O Pederson, 3264 Lyngdal, Norway.

PC OWNERS. Want penpals, especially in the USA> Write to: Per Kristian Ostergaard, 3623 Lampeland, Norway.

Amiga contacts wanted reliable and fast. Write to Steve, 18 Water Street, Macclesfield, Cheshire. SK11 6PH.

ST Penpals wanted to exchange hints and tips. Contact Paul Corn at: 10 Raphoe Road, Crumlin, Ireland, Dublin 12, or phone him at: 01-556-6882.

Atari ST contacts wanted, write to: Bazil, 226 Derinton Road, Tooting, London, SW17 8HX or phone 01-682-2007.

New ST owner needs help, advice etc. Write: Mary Hamlyn, 37 Sedgely Grove, Elson, Gosport, Hants.

Atari ST contacts wanted. Write to: Paul Holloway, 22 Ladycroft Close, Radbrook, Shrewsbury. SY3 9BB.

Amiga contacts wanted to swap hints etc. Please get in contact with Steve: 12 Monet Court, Norwood, Waterford, Ireland.

Amiga contacts wanted to swap hints, tips etc. Write to: Brendan Carty, 150 Brook Ville Park, Drogheda, Co. Louth, Eire.

Amiga contacts, no beginners, Stuart, 6 Angel Street, Baildon, Shipley, W Yorks. BD17 6NB. Phone: (0274) 585608. Amiga PD software club! Send SAE for details and list to AM-AM PD, 23 Penmead Road, Delabole, Cornwall, PL33 9AP.

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The BLITTER END

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We've heard of subliminal advertising, but this is ridiculous. The little thingy – sorry, BIG thingy – pictured above is the DynaMike. According to the press release, the DynaMike '...lets you do really funny things with your voice.' It also '...comes with a special jack so you can use it with a boom box.' What really convinced us, however, was the promise that with the DynaMike we could '...sound like Michael Jackson when he hits a high note.' Wouldn't you be hitting the high notes with something like that? We practically went through the roof...

★

Blitter will not be appearing in his usual spot next month. He will instead by retiring gracefully to the Bahamas. The reason? By next month, he will be stinking rich, thanks to a program from MPH of Norwich. The item in question is the '...official computer version of the newly released Greyhound Calculator. This program works out how fast each dog is...and calculates the final result of the race. It shall retail at £34.95 which, considering how accurate it is, is a very cheap price.' Sounded rather pricey to us, until we were told that 'In one test, starting off with just £5, we made nearly £500.' Blitter has ordered six copies and is eagerly expecting six winners in every race, with £5 on each dog. See you on the breach, coconuts...

Nothing succeeds like success. This month we were profoundly moved by the tributes inspired by Monte Carlo Casino – a budget title from Codemasters. The cassette inlay features a testimonial that declares: 'This is probably the most realistic, most playable casino game ever – it's absolutely brilliant!!' The testimonial is credited to one David Darling, who is a director of...Codemasters. Perhaps they should take out a license on MPH's Greyhound Calculator.

★

And talking of budget labels, we've just come across one of the lowest

budget freebies ever. The RAD label features the company's logo in blistering primary colours on the reverse of the cassette inlay. Beneath the logo, in tiny print, reads the immortal message: 'Create your own RADical badge! Cut around the above and stick a safety pin to the back of this card using sticky tape.' Sales are booming...

★

Soccer stars are laughing all the way to the bank these days, thanks to over-enthusiastic software companies. Screen 7 recently announced proudly that it had signed up Vinnie Jones of Leeds United and that it would be launching the *Vinnie Jones Soccer Spectacular* in November of this year. This is a revolutionary marketing approach. It comes very, very hot on the heels of Handball Maradona, Manchester United, Liverpool FC, Gary Lineker, 'Gazza' Gascoigne, Kenny Dalglish, and Emlyn Hughes, to name a...er...few. Attention Screen 7: this horse has not just bolted, it has now passed into myth and legend. No more balls, PLEASE...

★

Blitter would like to welcome some new hands to the ACE Team. You'll be getting to know these guys very well over the next few months,

THE ACE CHALLENGE!

Find out more about the ACE Challenge on page 12 – whatever others might say, we're putting our money where our mouth is!

We're also determined to carry on the ACE tradition by giving you a magazine that respects your burning obsession with the best things in life – so tell us more about yourself on page 86 – and maybe win a prize into the bargain!

so we felt it only right to give you an introduction so you know what you're letting yourself in for.

Taking the Deputy Editor's chair is Rik Haynes, previously Reviews Editor on New Computer Express. Rik celebrated his appointment by immediately leaving for Disneyland and investigating the technology behind the rides there – and you can find out more about his experiences next month.

Bringing his acute game judgement to bear on new releases from now on will be Laurence Scotford. Laurence had to make a tough decision: should he follow the family business, or should he play R-Type. The family business, perhaps we should mention, is embalming. Say no more, except that Laurence has put in more hours on computer games across more machines than most people, which given the alternative is hardly surprising.

You're going to see a big change in the way the magazine looks over the next few months as Design Editor Jim Willis gets to grips with the advanced technology we use to produce the magazine. A new set of pencils have been ordered, and the man came last week to ink the transpositories. Jim has an unhealthy addiction to the PC Engine ...and he supports Everton.

Finally, Riyad Emeran joins our crew of regular contributors. Riyad's speciality is console technology – at home he has, amongst other things, a PC Engine plus CD ROM, Megadrive, Nintendo and a host of other surprises. We're so jealous that we won't tell you anything else about him...

Blit-blit!

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